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FEBRUARY

No. 48

1999

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ONES

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*Zelda
Ocarina of
Time Part
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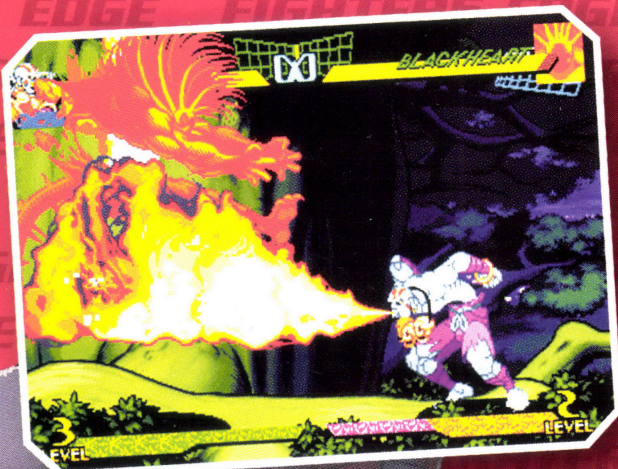
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Welcome to another fun-filled, action-packed issue of *TIPS & TRICKS*, the number-one video game tips magazine. How do we know we're number one? Why, just look at all of the goodies we've got lined up for you this month!






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TIPS & TRICKS



FEBRUARY 1999

ON THE COVER:

Your retro-gaming dreams come true in glorious 3-D as four-player cooperative play returns to the arcades in a big way! *Gauntlet Legends* ©1998 Atari Games Corporation. All rights reserved.

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QUOTE OF THE MONTH:

On the dance floor, nobody knows me until I say, "Hi, I'm Kelly."

—Kelly, Bust-A-Groove



Select Games

60



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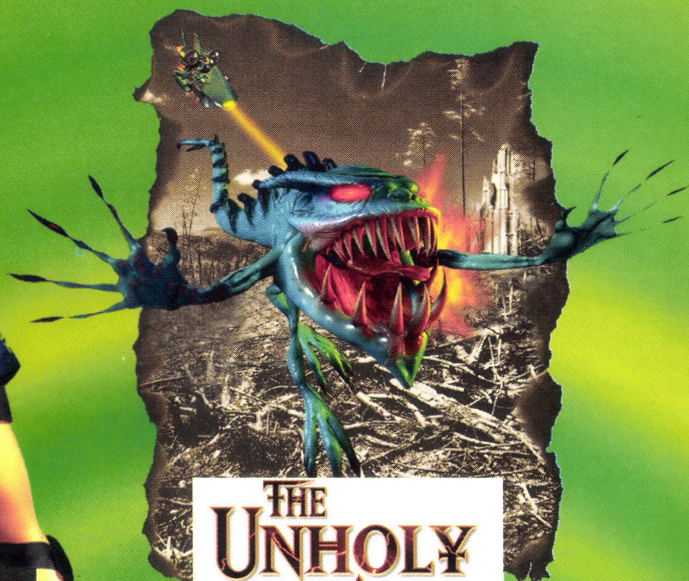


Cool Zone

112



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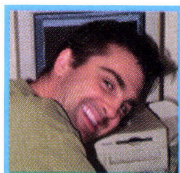
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EIDOS
INTERACTIVE



TIPS & TRICKS' Editor in Chief **Chris Bieniek** likes the simple things in life: ramen, the Three Stooges, beef jerky and falling asleep in front of the TV. The first concert he ever saw was a five-band festival in old Comiskey Park featuring Rush, Foghat, Southside Johnny, Roadmaster and the Tubes.

Current Favorite Games: Bust-A-Groove, Irritating Stick, Blitz 99, CarnEvil



"You think you've private lives?" asks **Jim Loftus**; "Think nothing of the kind." There is no true escape; Jim's watching all the time. He's made of metal...his circuits gleam. Jim is perpetual; he keeps the country clean. The first concert he will admit to seeing was a Kiss show at the Cleveland Coliseum.

Current Favorite Games: Guardian's Crusade, The Legend of Zelda: The Ocarina of Time, Densha De GO!, Street Fighter Alpha 3



Señor Editor **Tyrone Rodriguez** had been playing *CarnEvil* while waiting for *The House of the Dead 2* to arrive in California, but was forced to stop because his high-speed fire/reload technique was causing on-lookers to go into convulsions from the flashing screen. His first live concert was a Cause & Effect show at the Hollywood Palladium.

Current Favorite Games: The House of the Dead 2, Knight and Baby, Ridge Racer Type 4, Super Godzilla



Associate Editor **Anatole Brown** is ordinarily the happiest, friendliest member of the **TIPS & TRICKS** editorial staff...but when the pressures of our monthly deadlines get to him, he curses and throws things around the office just like Tyrone on a typical day. The first concert he ever attended was a Rainbow show at the Tokyo Budokan.

Current Favorite Games: Ridge Racer Type 4, Silent Hill, A Bug's Life, Street Sk8er



Associate Editor **Jason Wilson** has spent the past few months teaching his Furby to pronounce the names of all his old XBand opponents.

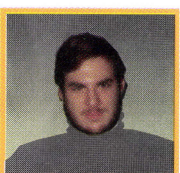
When he's hungry, he stands in the middle of the office and rubs his stomach to let everyone else know it's time to eat. Jason's first concert was a Poison show at the Miami Arena; Tesla was the opening act.

Current Favorite Games: Street Fighter Alpha 3, Beatmania, R-Type Delta, Irritating Stick



TIPS & TRICKS Art Director **Ione Flores** has a window office that overlooks one of the busiest intersections in Beverly Hills. Unfortunately, the brutally bright afternoon sunlight makes it difficult for her to watch out for jaywalkers and fender-benders. The first live band she ever saw was Depeche Mode at the Rose Bowl in Pasadena.

Current Favorite Games: NFL Blitz, Crash Bandicoot: Warped, Hot Shots Golf, Bust-A-Groove



Ara Shirinian is a student of the more esoteric aspects of video-game design; that said, it's surprising to learn that he never uses the analog buttons on his NegCon controller. Not a particularly nostalgic person, he thinks that his first concert was a They Might Be Giants show at "some university down in D.C."

Current Favorite Games: Ridge Racer Type 4, The Legend of Zelda: The Ocarina of Time, R-Type Delta, Grid Runner



With a purple umbrella and a fifty-cent hat, contributor **Pat Reynolds** has all he needs to face off against the deep thinkers who continue to argue about whether the new millennium begins in the year 2000 or the year 2001. His first-ever concert experience was a Weird Al Yankovic show at the Eastbrook in Grand Rapids, Michigan.

Current Favorite Games: Saturn Bomberman, Turok 2: Seeds of Evil, The Legend of Zelda: The Ocarina of Time, Mega Man X4



While working on this issue's *Penny Racers* strategy guide, **Geoff Arnold** found the time to serve a four-month tour of duty in the Middle East as a member of the United States Air Force. We were not able to contact him to find out about first concert he ever saw, but we do know that his dad's in a band called Ghost Train out of Arizona.

Current Favorite Games: Street Fighter III: 2nd Impact, Street Fighter Alpha 3, The Legend of Zelda: The Ocarina of Time

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Got an interesting question or funny photo for the T&T staff? Send your tips, tricks and queries to:

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We can't respond to individual letters, mainly because it takes way too long to read all of yours.

THE SURVEY SAYS...

We are doing a survey to find out what the 6th grade's favorite gaming magazine is. We are sending you the results of the survey so you can see which is the most popular magazine. Our recommendation to your company is that you make some commercials to tell people about your magazine. We suggest you pick a character from a game and have him or her give out your address and tell people to subscribe. We hope that this information will help you and your company improve your sales.

—Justin Hinojoza
Victor Wang
Tomas Ortega
Cesar Chavez Middle School
Union City, CA

Wow! [This letter included a package of graphs and pie charts with detailed breakdowns of how the Cesar Chavez 6th grade class feels about the various video game magazines.] We are very grateful for the information; we're flattered that *TIPS & TRICKS* is so popular in Union City! Thanks very much for all of your hard work. We decided to publish some of the results of your survey so the whole world could see how your schoolmates responded:

• In the category of "Favorite Gaming Magazine", 30.5% of the survey participants chose "none"...but the remainder of students picked the following:

Nintendo Power—25.4%

GamePro—23.4%

TIPS & TRICKS—15.2%

Game Informer—3.0%

EGM—1.5%

Game Fan—0.5%

EGM2—0.5%

• Of the students who picked *TIPS & TRICKS* as their favorite gaming magazine, 86.7% were boys and 13.3% were girls.

• If we're reading these charts correctly, the only gaming magazines that girls read at all are Nintendo Power, *TIPS & TRICKS* and GamePro! What's up with that?

We like your idea about making commercials to tell people about *TIPS & TRICKS*; if we could pick any video-game character to represent us, we think it would be cool to use Mr. Tip from Hasbro's Glover! However, not even Mr. Tip can do what you three kids have done; namely, you've reminded us how cool it is that there are real people out there who really enjoy reading *TIPS & TRICKS* magazine. Thanks for making our day!

TURNING THE TABLES

I just picked up your January issue, and I must say that I was impressed with the cover. But there's one thing I don't understand: Why is Lara Croft scratching on a turntable? I've played through most of *Tomb Raider III* and I'm pretty sure she doesn't do this at any point during the game. Is there some kind of top-secret M.C. Lara DJ code that you're not telling us about?

—Jared Carlisle
Carrollton, TX

No way, Jared! We just thought it was a cool picture that also fit in with our Bust-A-Groove coverage; there's no hidden meaning. We're very proud of that issue, though. We just might be the first magazine to put Lara Croft on the cover without showing off her body or having her shooting guns. How's that for "politically correct?"

NO HEDGEHOGS ALLOWED

I'm a big fan of Sonic the Hedgehog with an interesting question for the *TIPS & TRICKS* staff. Sega is really well known for its arcade games, right? Why don't they make a Sonic the Hedgehog game for the arcade? Me and my friends are getting tired of fighting games; we think a Sonic arcade game would be awesome! What do you think?

—Steven Wichter
Hot Springs, AR

Believe it or not, Sonic has been the star of several different arcade games in Japan. Unfortunately, they are all very difficult to find in North America, since they were never officially re-



leased here. The first was simply titled *Sega Sonic the Hedgehog*; it was a unique three-player action game with an isometric perspective similar to that of *Sonic 3-D Blast*. It was also very unique because you moved Sonic and his pals Ray and Mighty (a squirrel and armadillo, respectively) with trackball controllers instead of joysticks. More recently, *Sonic the Fighters* featured polygonal versions of Sonic, Tails, Knuckles, Dr. Robotnik and others in a one-on-one fighting game with wacky special attacks and a super-crazy musical score.

There may be other Sonic coin-ops that we don't know about. Check out the photo above; it shows a Sonic arcade game in the shape of a funny police car! Little kids can sit in the car and play a cool car-chase game in which Policeman Sonic has to track down Dr. Robotnik and bring him to justice. This is one of our personal favorites; if you ever get a chance to see it, you've gotta check it out.

TOKEN OF THE MONTH



Front



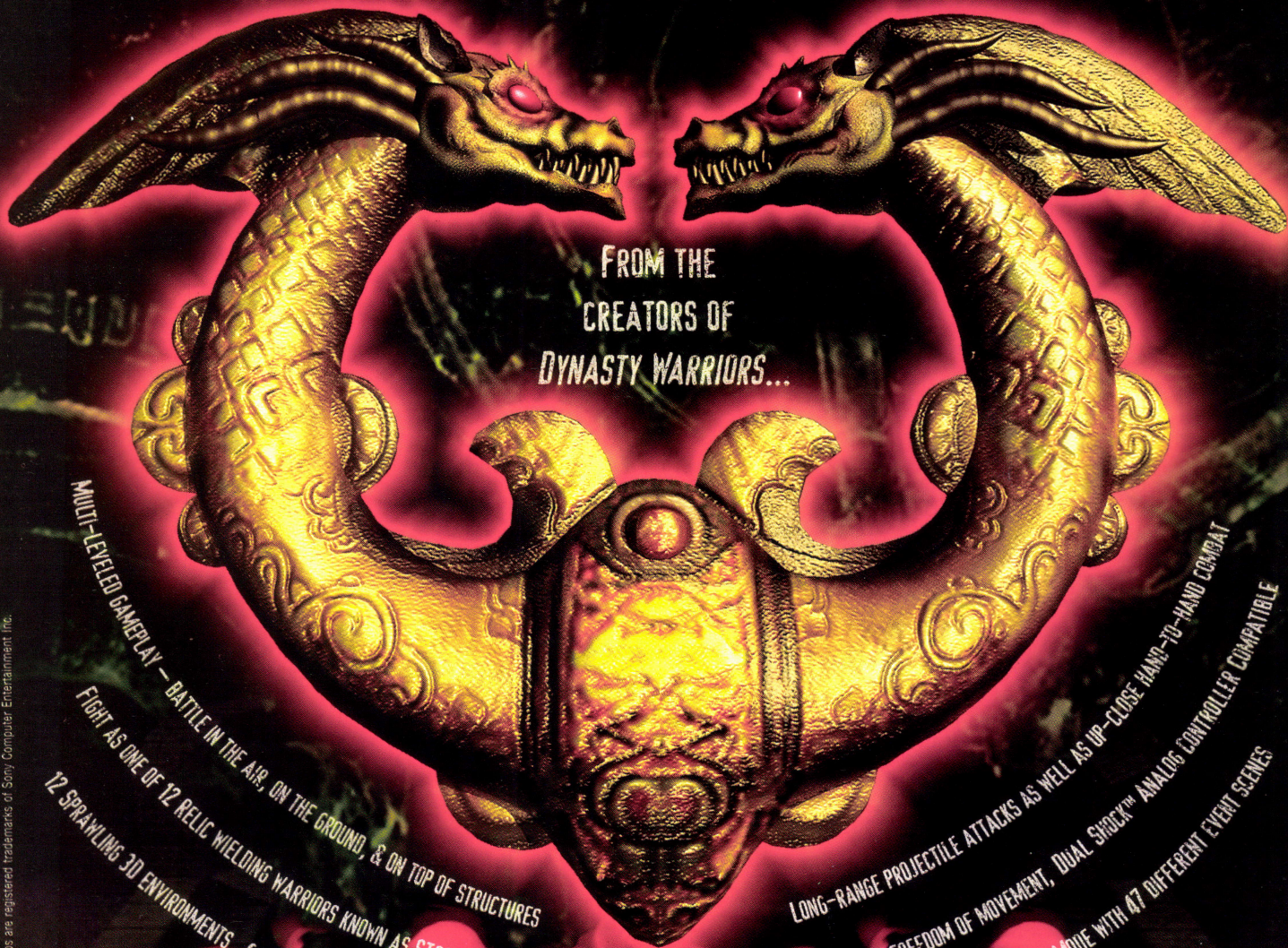
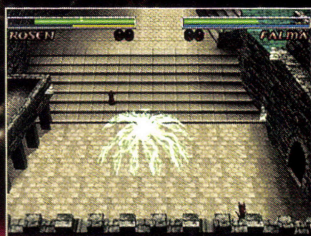
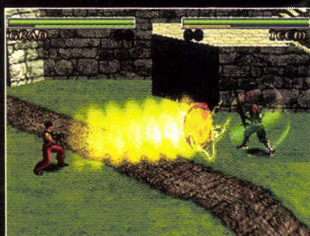
Back

This month's token comes from Sports-world Amusement Park in Paramus, NJ; it was sent in by Ernie Martinez, Jr, who lives hundreds of miles away in San Juan, TX. Thanks, Ernie!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
TIPS & TRICKS Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

LONG AGO, A SMALL COUNTRY WAS BESTOWED MYSTICAL OBJECTS POSSESSING MYSTICAL POWERS. BUT THESE OBJECTS, RELICS, WERE MUCH TOO POWERFUL. EVENTUALLY, THE EMPIRE DESTROYED ITSELF, SEALING ITS SECRET FOR ETERNITY. 1000 YEARS LATER, ONE MAN HAS UNLEASHED THE POWER AND ONCE AGAIN, THE CONTINENT FACES TOTAL DESTRUCTION. PIT RELIC AGAINST RELIC AS 12 INDIVIDUALS FIGHT FOR PEACE, POWER, GREED AND PROSPERITY. OBJECTS OF POWER FAIL, BUT THE SCARS REMAIN...



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DUKE VS. DOOM: THE REMATCH

I would like to say that I really enjoy reading your magazine. I have two issues to discuss. First, a comment on your response to a letter by Nat Ward in your December 1998 issue. You said that Duke Nukem would win in a fight against the marine from *Doom*. I do agree with you wholeheartedly, but you were wrong when you said that the marine "doesn't even have a name." His name is Corporal Flynn Taggart of Fox Company, 15th Light Drop Infantry Regiment, United States Marine Corps, 888-23-9912, known as Fly to his friends. This information can be found in the great series of *Doom* novels by Pocket Books. There are four books in the series: *Knee-Deep in the Dead*, *Hell on Earth*, *The Infernal Sky* and *End Game*. If you like *Doom*, check them out; they go for about \$5.99 each.

OK, enough of the small talk. On to the issue at hand: The nefarious workings of the Nintendo conglomerate. The Nintendo 64 was made with a memory card function and a rumble function, yet I just recently found problems with Nintendo's workings. First, some third-party companies now sell a combination Rumble Pak/memory card. Yet, you cannot use these functions on all games. *Duke Nukem 64*, for instance, is Rumble Pak compatible and memory card compatible...but if you play with the rumble on, you can't save unless you turn off the machine and restart your game! (Kind of pointless, isn't it?) If Nintendo allowed third-parties to make this product, it

should have foreseen this problem and corrected it for the sake of the gaming public.

Also: *The Legend of Zelda: The Ocarina of Time*, I do admit, is a good game. But it does not work with a memory card. Why? It saves on the jumper pack in the console itself. There's only one slight problem with this. In order to play games like *Turok 2* and *Star Wars: Rogue Squadron* to their utmost potential, you need to buy the N64 Expansion Pak...which will probably be absolutely necessary to play future games. Well, if you have something saved to your old jumper pack—like *Zelda*—and you buy the Expansion Pak, you lose all information on the old pack since you can't transfer like with a PlayStation or Saturn. If Nintendo was smart, it would have either adapted the memory card idea or put something on the box to tell the gamer about this problem it has so grievously overlooked.

Thanks for letting me ramble.

—James Iagulli
Newport News, VA

Thanks for your thoughtful letter, James. Fortunately, you're slightly mistaken about the way *The Legend of Zelda: The Ocarina of Time* saves your progress. The information is not stored in the jumper pak of the Nintendo 64; it actually saves your status on the *Zelda* game cartridge itself. So don't worry about upgrading to that Expansion Pak; your saved games will still be there when you turn *Zelda* back on.

Also: Did you look closely at the packaging for the combination Rumble Pak/memory card you described? We don't believe that Nintendo has ever approved a combination like this. Many third-party peripherals for the Nintendo 64 are produced WITHOUT Nintendo's knowledge or approval—so don't blame Nintendo unless you see that official Nintendo Seal of Approval on the package. Fortunately, most of the newer Nintendo 64 titles are a lot more careful about how they handle the memory card vs. Rumble Pak situation.

Thanks for the info about *Doom*'s main character; now if he ever does face off against Duke Nukem, at least we'll know where to send the remains!



BUST-A-PLAYSTATION

I have a great tip for *Bust-A-Groove* on the PlayStation that I want to share with everyone who has this awesome game. When you're playing against the computer and the music starts to play at the beginning of a stage, just hit the **Open** button on your PlayStation and the music will stop! Instead of listening to the beat and trying to match it that way, all you have to do is watch the flashing indicator. I've found this helps in stages where the music has complex timing or weird off-beat patterns, like Pinky's theme. The other cool thing about this trick is that the sound effects will still be heard, so it's much easier to tell when the computer character is about to attack you. I hope you find this tip to be useful!

—Nathaniel "Heat" Murfree
Garden Grove, CA

That's a crazy tip, Nat...but couldn't you accomplish the same thing by going into the Option menu and turning down the music volume?

MICROSCOPIC

Y'all have a great magazine, but there is one thing I want to complain about. Some of the words in there are just too dang small! If I want to read some of those codes in the back, I have to put my glasses on because I can't always tell the circles from the squares, you know what I mean? Maybe it's because I've been sitting too close to the TV screen, but I still think y'all should do something about that. Thanks!

—Erich Carino
Houston, TX

Sorry 'bout that, Erich! We try to keep everything legible, but there are times when we just have so many codes that we try as hard as we can to cram 'em all into the pages we have available instead of saving some of them for the following month. You know, everybody gets all bent out of shape if we don't print every single code we've ever discovered in any given issue, but if we did, there wouldn't be any room for the strategy guides—or even this letters page, for cryin' out loud. We tried this when we published that "Codebook" last year, but then look what happened...everybody in the world started printing their own rip-off versions of THAT idea. It was really insulting, half of them had, like, Luke Cuff on the cover, with the word "CODEBOOK" in big letters. Gee, what an original idea! Don't you people have any better? (I'm a little bit of a snob, I know, but these things annoy me and we guess we'll just print 'em all. Thanks for the tip!)

T&T Sticker Gallery





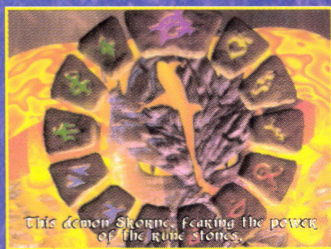

Send us your Game Boy Printer, Neo Print, Print Club or Sticker Club stickers! Stick 'em on a letter, postcard or envelope, send 'em to Tips & Tricks, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211 and we'll try to print 'em right here!



Arcade strategy

GAUNTLET LEGENDS does not mess with the gameplay of its predecessors...much. A Turbo button has been added to the control scheme; it enables your character to speed up or to perform a "Turbo Attack" when combined with the Attack button. Returning for combat are the Wizard, Valkyrie and Warrior; the green Elf has been replaced with a more politically correct female Archer. The game is divided into four separate worlds, with a fifth world that is revealed after you locate all 12 Rune Stones. Best of all, the game gives you the ability to save your character's experience and skill ratings by entering three initials and a PIN number. Because of the fact that your levels increase each time you play, your character will become stronger and you'll be able to survive longer each time you drop your quarters or tokens into the machine. In other words, the more times you play the game, the more you get for your money each time. You are also given the option to collect gold and treasure to buy power-ups in the "shop" after completing a subsection of a level.

There are three Rune Stones in each of the four realms. Each time you find one of these precious relics, a small icon will appear above your health meter to denote that you have found that particular Rune Stone. These icons are color-coded to match the path you chose; therefore you will be able to tell at a glance which Rune Stones you have found and where you found each of them. In order to find all 12 Rune Stones, you will need time, patience, to-



kens and this strategy guide! In the event that you do not locate all three Rune Stones in a particular journey, then you return to that specific journey at a later time, the Rune Meter will appear in the corner of the screen to help you when you re-enter a stage with a Rune Stone that you have not yet discovered. When the Rune Meter runs "Hot," you'll know a Rune Stone is nearby!

Your status levels are important for many reasons. For starters, each time your level increases, your character's permanent assessment ratings for armor, speed, magic and strength go up by 5 points. When your level increases to 10, you will undergo a name change and transform into a slightly altered physical appearance. This happens again when you reach levels 25, 50 and 75; all characters' levels max out at level 99. **CHOOSE YOUR CHARACTER WISELY!** The character you choose has specific attributes exclusive only to that character, and these advantages remain consistent as your level increases. For example, a level 99 Wizard has a higher strength rating than a level 50 Wizard, but he's still not as strong as a level 99 Warrior. Also, if you enter your initials and build up a certain character, then play with a different character under those same initials, the new character will start at level 1. The good news is that you can save one of each character type under the same set of initials, so you can build up eight different characters to whatever level you like. Remember, it takes a lot of time and money to build up a character to level 99—so if you expect to go that high, be sure to consult the following character information for a better understanding of the characters and their abilities before you choose one as your own.

There are eggs scattered throughout the game which can change your character into Pojo the chicken from *MACE: The Dark Age* for a short period of time. To play as Pojo permanently, enter "EGG" as your initials and "911" as your numeric password.



Like the announcer explains, "Some barrels contain items." The items that you can purchase in the power-up shop can also be found within various barrels and treasure chests. You can also find the following bonus items this way; like most power-ups, these last for a limited time only.

- | | |
|----------------------------------|---|
| Limited Invulnerability.. | Leaves you invulnerable to enemies' attacks. |
| Limited Invisibility..... | Shots will not affect you and enemies cannot locate you, but you can still take damage. |
| Five Way Shot..... | Enables you to fire in five directions. |
| Super Shot..... | One large blast destroys multiple enemies. |
| Fire Amulet..... | Your projectiles will cause enemies to burst into flame and disintegrate! |
| Acid Amulet..... | This green amulet gives your projectiles the ability to burn directly through any enemy that crosses your path. |
| X-Ray Glasses..... | Allows you to see the items inside barrels and treasure chests without opening them. This is helpful if you are low on keys and are not sure which specific treasure chests you wish to open. |
| Fire Breath..... | A long stream of fire belches forth from your character's mouth, obliterating every thing in his or her path. |
| Limited Levitation..... | Allows you to walk harmlessly over spikes and holes with steam for a limited amount of time. |
| Extended Time..... | Completely freezes every character on screen for a short while. |



ATTACK METHODS

The new **Turbo** button adds considerable depth to the gameplay of *Gauntlet Legends*. Using this button along with the **Attack** button will create unusual effects depending on two things: your level status and the amount of turbo meter you have in reserve. Holding the **Turbo** button down will allow your character to move much faster, but this depletes your **Turbo** meter, just like *NBA JAM*. However, your maximum offensive capabilities lie within the **Turbo** meter. If you're controlling a character that's already speedy (like the Archer) or if your fellow players are preventing you from zipping through the terrain at high speeds anyway, your best bet is to conserve your turbo meter until it is maxed out, then press **Attack + Turbo** simultaneously for a powerful blast that will destroy most of the on-screen enemies and generators. You can control the range of this attack by pointing the joystick in the direction you wish to aim. There are three levels of turbo meter power; they are distinguished by color changes in the meter itself.

Green (Level 1)	Frontal Attack
Yellow (Level 2)	Powerful Radius Attack
Red (Level 3)	Magic Attack

Remember: The higher your status level, the greater the range and power of your character's Level 3 Magic Attack.

WIZARD/ JACKAL

Hailing from the sun-scorched plains of the Desert realm, the Wizard harnesses the mystic elements to repel the forces of evil. His command of the arcane arts, combined with his mighty staff, allows him to strike a blow as deadly as the most powerful weapon. The Wizard makes the most of magic, but has the weakest armor of any character.

Once you have a Wizard who has achieved level 10 status or higher, you can play as the secret Jackal character. When choosing your character, highlight the Wizard and hold the **Turbo** button to reveal the Jackal.



Wizard/Jackal Starting Stats

Strength—200
Speed—400
Armor—100
Magic—600

Wizard/Jackal Level Progression

Level 10—Mage
Level 25—Conjurer
Level 50—Sorcerer
Level 75—Archmage
Level 99—Legend

VALKYRIE/ FALCONESS

The deadly Valkyrie wields her blade with surgical precision. She is strikingly beautiful, but such trifles only get in the way of her all-consuming passion to rid the land of evil. The Valkyrie is the toughest of the four heroes; a well-balanced character overall.

Once you have a Valkyrie who has achieved level 10 status or higher, you can play as the secret Falconess character. When choosing your character, simply highlight the Valkyrie and hold the **Turbo** button to reveal the Falconess.



Valkyrie/Falconess Starting Stats

Strength—300
Speed—400
Armor—500
Magic—250

Valkyrie/Falconess Level Progression

Level 10—Guardian
Level 25—Defender
Level 50—Champion
Level 75—Captain
Level 99—Legend

SECRET TREASURE ROOMS!

There are four secret treasure rooms in *Gauntlet Legends*—one in each journey—and none of the four are located in areas where Rune Stones are hidden. You have a limited amount of time to gather up the gold coins that are located throughout these bonus areas. Read through the strategy guide to find their exact locations!



POWER-UPS

Here is a list of items and their uses. Choose your weapons and power-ups wisely while being thrifty with your gold.

• Key

Cost: 250

Allows you to open treasure chests, locked gates and certain restricting pathways. Most treasure chests only contain 100 gold. Therefore, you should learn how to use the keys efficiently without wasting them.

• Potion

Cost: 350

There are three different colored potions that you can find along your quest that only slightly affect the range that your magic consumes when you are surrounded by a group of enemies. Your maximum magic range is dependent upon your character's magic rating.

• Reflect Shot

Cost: 450

Players' shots bounce off walls and can hit enemies on the rebound for a short period of time.

• Growth

Cost: 600

Players can experience limited growth (your character becomes huge) for a short period of time.

Strength

Cost: 800

Permanently boosts your character's strength skill rating by five points.

• Speed

Cost: 800

Permanently boosts your character's speed skill rating by five points.

• Armor

Cost: 800

Permanently boosts your character's armor (defensive) skill rating by five points.

• Magic

Cost: 800

Permanently boosts your character's magic rating by five points. The three different types of magic are green, red and yellow. Each one has a different effect on the enemies, but all of them do the exact same amount of damage.

• Reflect Shield

Cost: 1,000

Enemy shots bounce off your character's shield for a brief period of time. The game's enemies ordinarily cannot hurt each other, but they can be vulnerable to their own projectiles after they ricochet off the Reflect Shield.

• Rapid Fire

Cost: 1,000

Pressing the **Attack** button from a distance will allow your character to hurl shots at a rapid pace for a limited time.

• Three Way Shot

Cost: 1,200

Allows your character to shoot in three directions for a limited time.

• Phoenix

Cost: 1,300

The Phoenix firebird acts as an extra shot that will allow you to fire two projectiles from any distance for a brief time.

• Thunder Hammer

Cost: 1,500

Using the **Attack** button, the Thunder Hammer will annihilate everything on the screen when your character pounds the ground. This has a VERY limited use.

• Electric Shield

Cost: 1,600

Allows your character to kill enemies with only one shot for a limited time.

• Fire Shield

Cost: 1,800

Similar to the electric shield, except that you can kill up to two enemies at once for a limited amount of time.

• Gold Invulnerability

Cost: 2,000

When you have reached a high level, purchasing the Gold Invulnerability will allow you to fight without losing ANY health for a limited amount of time. In fact, if an enemy strikes you, you will GAIN health! Use this golden opportunity to find as much food as possible to increase your health without spending all of your tokens!



Gauntlet Legends

GAME PLAYING TACTICS

Because of the simplicity of the control scheme—heck, your character will automatically attack if you just walk up to any enemy without even pressing the Attack button!—some arcadegoers may assume that there's not much strategy involved in playing *Gauntlet Legends*. However, you can't help noticing that a lot of people are spending a small fortune to get one of those "I Beat Skorne" T-shirts! To maximize your first few games (the default operator setting gives you 500 health for three quarters or tokens per play), you should remember a few specific tactics:

1. Attack your foes from a distance!

At all costs, you should fire your weapon at the hordes of enemies that are making their way towards you. This will allow you to inch closer to your main short-term goal. Which is to...

2. Destroy the generators!

Finding all 12 Rune Stones and destroying Skorne may be your long-term goals, but as you slash, punch, stab and kick your way through each journey, you should always concentrate on destroying the generators that the enemies disburse from. Make sure that you COMPLETELY destroy each generator; this usually takes three shots. The type of generator is determined by the background of the level you are in and the type of enemy that's coming after you. Normally, if you are in the Castle level, enemies will come out of inanimate objects such as knights and/or mirrored panels, whereas in the Mountain level, lava-based objects will release enemies as well.

3. Conserve Turbo!

There really is no reason to run faster in the game, especially since your speed increases with all of your other attributes as your character's level increases. Therefore, you should save your Turbo meter for Turbo Attacks at appropriate moments. Save 'em for those times when there are a lot of enemies on the screen at once.

4. Grab grub!

Destroying the generators is key, but to get the most for your money, be sure to grab the meat (100 Health) or fruit (50 Health) whenever you can.

5. Team up with faster characters!

If you choose a slower character such as the Wizard or Warrior, it is possible to run at the speed of the Archer or Valkyrie if another player is using one of those faster characters. Simply allow the Archer or Valkyrie to "push" your character forward and both of you will be moving at warp speed!

6. Trick your way into hard-to-reach locations!

Sometimes you need another player to stand on a switch before you can access certain areas. In order to keep temporary bridges from disappearing when playing alone, it is possible—though extremely difficult—to trigger switches by allowing Death or a large horde of enemies to follow behind you as you run around in these areas.

7. Watch for multiple exits!

In many of the levels, there are two exits. The exits do not take you to different locations in the next level, but they can tip you off to the locations of certain treasure rooms or Rune Stones. If you come across an exit very early in a particular stage, it's often a sign that there's something very cool waiting for those who continue to explore beyond that exit.

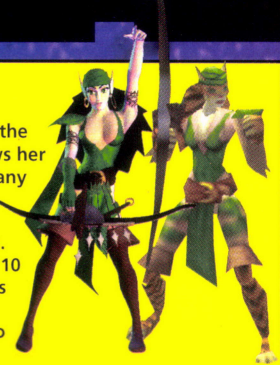
Remember, this guide can help you save money, so keep it with you at all times when you go to the arcade to play *Gauntlet Legends*. Listed throughout the remainder of these pages are the locations of all 12 Rune Stones, plus hints and tactics that will make it easier to defeat all of the bosses you'll face on your way to Skorne's lair.

Suggested Order of Levels + Locations of Rune Stones

Mountain (Easy)	Dagger Peak, Cliffs of Desolation, Volcanic Cavern
Forest (Medium)	Twisted Roots of Evil, Ancient Tree, Narrow Branches
Castle (Medium)	Dungeon of Torment, Tower Armory, Castle Treasury
Desert (Hard)	City Ruins, Temple of Magic, Mystic Pyramid

ARCHER/ TIGRESS

The elven Archer, champion of the wild Forest, is the most courageous of all. Her compound bow allows her measures of versatility and speed unmatched by any other. She will not rest until her homeworld is reclaimed and the evil Spider Queen is banished forever. The Archer is the fastest of all the heroes. Once you have an Archer who has achieved level 10 status or higher, you can play as the secret Tigress character. When choosing your character, simply highlight the Archer and hold the Turbo button to reveal the Tigress.



Archer/Tigress Starting Stats Archer/Tigress Level Progression

Strength—200
Speed—600
Armor—200
Magic—350

Level 10—Scout
Level 25—Veteran
Level 50—Ranger
Level 75—Master
Level 99—Legend

WARRIOR/ MINOTAUR

Prince of the Mountain kingdom, the Warrior's wrath cuts deeper than the mightiest blade. He will not rest until his kingdom has been purged of the evil Dragon and all traces of Skorne. The Warrior is the strongest of the *Gauntlet* champions, but has the weakest magic. Once you have a Warrior who has achieved level 10 status or higher, you can play as the secret Minotaur character. When choosing your character, simply highlight the Warrior and hold the Turbo button to reveal the Minotaur. Note: The Minotaur is the only one of the four secret characters to have his own set of level progression titles.



Warrior/Minotaur Starting Stats

Strength—500
Speed—300
Armor—300
Magic—200

Warrior Level Progression

Level 10—Hero
Level 25—Veteran
Level 50—Champion
Level 75—Master
Level 99—Legend

Minotaur Level Progression

Level 10—Rogue
Level 25—Mercenary
Level 50—Champion
Level 75—Chieftain
Level 99—Legend

DAMAGE CHART

Here's a chart that shows how many experience points you get for killing enemies. The numbers show how many experience points you gain for damaging an enemy with projectiles, damaging an enemy up close, killing an enemy with a projectile and killing an enemy up close.

ENEMY	DAMAGE (WEAPON)	DAMAGE (HAND-TO-HAND)	KILL (WEAPON)	KILL (HAND-TO-HAND)
SCORPION	1	3	2	4
TROLL	1	3	2	4
DEMON	1	3	2	4
RAT	1	3	2	4
GRUNT	1	3	2	4
KNIGHT	1	3	2	4
SNAKE	1	3	2	4
SORCERER	1	3	2	4
MUMMY	1	3	2	4
SPIDER	1	3	2	4
LIZARDMAN	1	3	2	4
TREEFOLK	1	3	2	4
GOLEM	2	4	30	40
DEATH	—	—	—	1
IT	—	—	—	-
GARGOYLE	2	4	300	300
DRAGON	2	4	500	500
CHIMERA	2	4	500	500
GENIE	2	4	500	500
QUEEN SPIDER	2	4	500	500
SKORNE	4	6	500	500



MOUNTAIN

EXPERIENCE POINTS

Unfortunately, the game doesn't display a running tally of your experience points, but you do get to see how many experience points you earn in each stage. For the curious, here are the totals you'll need to progress and earn each new level title:

Level	Experience Points Needed
10	11,700
25	42,000
50	122,500
75	234,200
99	344,600

This journey is great to begin your quest. To completely explore each and every realm—along with destroying generators and finding all keys and treasures—you will spend nearly 40 minutes in certain areas.



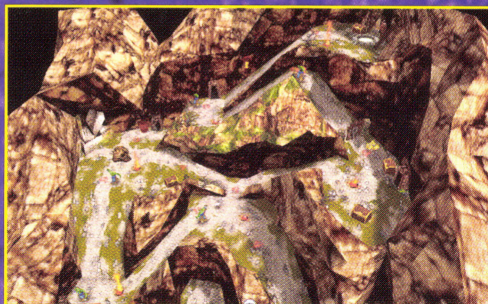
Valley



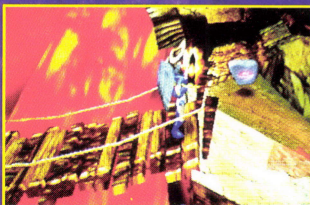
Your first chance to acquire magic: There's a yellow magic potion located near the bridge. Try not to waste magic by accidentally shooting it.



Peak



The first Rune Stone you find in this level is located to your left, under a secret wall. The wall will flash when you attack it!



Cliff



The second Rune Stone is located behind the bridge more than halfway through the level. Here you will also locate the Limited Invulnerability for the first time.



Cave



The first Gauntlet treasure room is located in this level in between the twists and turns. Use your Fire Breath to mow down enemies.



Cavern



The third Rune Stone is under a secret wall behind the bridge. You'll also find Pojo's egg in this level! Pojo has the same capabilities as the character who changed into him, but Pojo will be able to move slightly quicker. Conserve your health for the fight with the Mountain Boss.



Mountain Boss- Dragon's Lair

The five rocks will protect you from the Dragon's fire breath until they are disintegrated. Hide behind them to dodge the Dragon's attacks, then fire your weapon from a distance to begin an offensive attack.





Gauntlet Legends

FOREST



The forest journey contains four levels with the enemies becoming more aggressive and the Rune Stones becoming a bit more difficult to locate.

Swamp



Pass the first exit you come across, then head across an ivy-covered bridge toward the bottom point of the level. You will notice an island with a treasure room door that is difficult to get to with one player. This door leads to the Psychedelic Treasure Room!



Roots



After finding the Acid Amulet, plow through the level until you come to a part on the branch paths where the remnants of a tree stump are directly below you. Shoot the tree stump to reveal the first Rune Stone of the Forest realm.



Tree

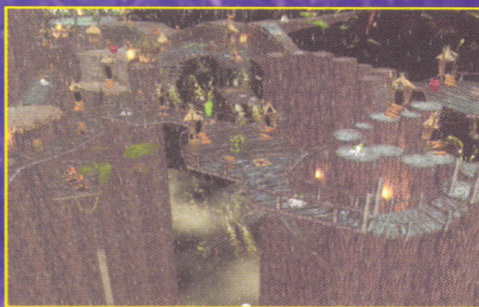


Don't let the beautiful graphics in this area fool you; it is extremely difficult to make your way through the abundance of branches and generators here. A



long, thin branch containing a key leads directly to the second Rune Stone, you will be unable to locate the Stone unless you walk along this branch.D

Narrow Branches



will be facing up; you will be able to find the Rune Stone by shooting through the wall.



Extra Speed is located among the many power-ups in this level, along with the Forest's final Rune Stone. Keep moving until you locate a wall that

Forest Boss- Spider Queen

It helps to have a fast character in this battle; most of your fighting technique will involve running around the web. Grab the slab of meat in the center of the web, then proceed back to the top left corner, as far away from the Spider Queen as possible. Shoot her from a distance while moving in a counter-clockwise rotation. The Spider Queen's first shot will be her attempt to glue you to her web, but it will not take any damage. Her second shot consists of green slime that will damage you considerably! As long as you run and shoot from a safe vantage point, you should defeat her unscathed.



CASTLE

The most challenging level thus far! You will need to contain the plethora of knights that plow out of the generator statues.

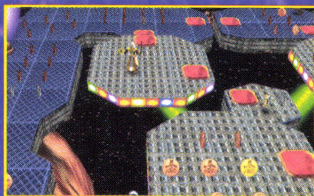




Castle Courtyard



Space Station #5, a futuristic treasure room, is located along the corridors above the castle past the first exit; let us know if you see Ronnie Montrose. You will also obtain the Phoenix Familiar to help for a short period of time.



Dungeon



gray switch to activate a chain that will allow you to be within its reach.



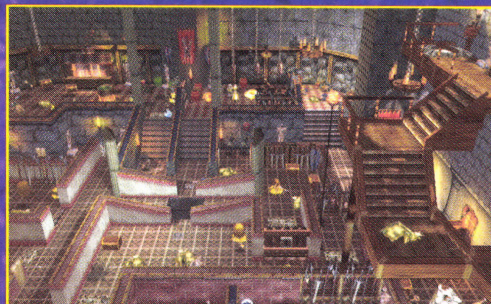
The Rune Stone is visible on a chain as soon as you begin the level, but it's a tease because you can't reach it yet. After you walk down the stairs, look for a

Armory

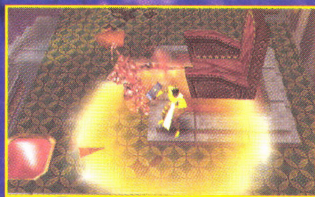


Patience is needed to successfully complete this area without losing a ton of quarters or tokens. Deep within the level, crossing over to the left, you will notice a wall that conceals bricks behind it. To the right of that is a secret wall that leads to the second Rune Stone of the Level.

Treasury



Near the beginning of the level, through the small passageways, you'll find a throne with a huge block on it. To avoid becoming trapped, simply take out the generators that are surrounding the throne. Now you can smash the pillar to get the final Rune Stone in the level.



Castle Boss- Chimera

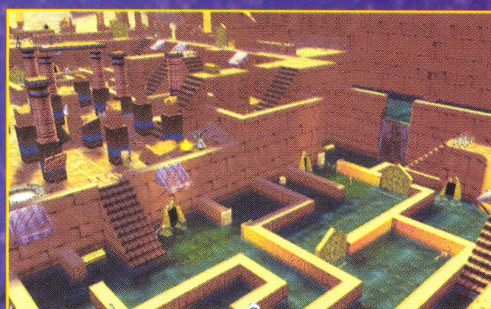
This three-headed creature is very foolish; its method of attack is very predictable and monotonous, which means that you should have a fairly easy time with him. The Chimera has three energy meters, one for each of its three heads. If you position yourself to the left or right of the second pillar, you will be able to get clear shots at the Chimera's midsection, reducing all three energy meters at once! Simply dodge to the left or right when one of the heads raises up to hurl a green glob at you. Use this method and you should defeat the Chimera with ease.



DESERT

The long, tumultuous terrain in this journey presents your most challenging quest yet. The multilevel terrain and annoying landscapes will make you wish Dr. Evil and Mr. Bigglesworth had taken over the world instead! Seriously, though, each level is MASSIVE. The Rune Stones and treasure room are nearly impossible to find. However, if you follow the steps below, you will more than likely impress your friends with your Gauntlet expertise!

Ruins



The first exit you come across is very close to your starting point. Pass up the exit and head towards the bridge with the body of water surrounding it. You should be able to see a Rune Stone beneath the water. Walk on the third block after crossing the bridge and the Rune Stone will rise.





Gauntlet Legends

Temple



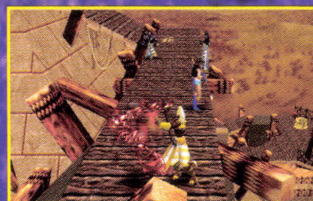
Beams of light surround panels on the floor, hinting at the presence of the second Rune Stone. Step on each blue panel to make a ray of light disappear; once you've touched them all, the second Rune Stone will appear in the middle of the screen. Eliminate as many generators as possible to avoid disastrous results.



Pyramid

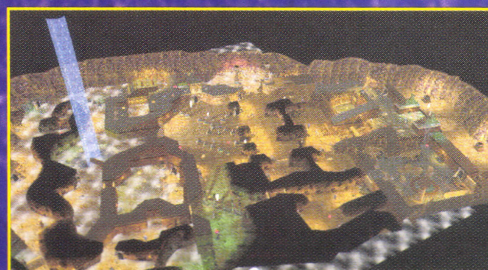


on the gray switch, then go south into the area that you were not allowed to enter at first. Down and to your left is a path that will lead you directly to the final Rune Stone, hidden on the left side of the wall. This path is so well hidden that we had to run around nearly every square inch of terrain before it was uncovered!



The longest level in the game contains the hardest Rune Stone to locate. You will need to follow a series of paths that lead you to another series of enclosed caves. The bars that prevent you from advancing can be deactivated by depressing a gray switch. Upon entering the cave that is directly north of you, step

Tombs



If you had not already found the final Rune Stone in this journey, you would assume that it would be hidden somewhere in this intricate maze.

What you will find, however, is the final treasure room, entitled the *Gauntlet Lab*. This stage comes complete with an original *Gauntlet* arcade machine and programmers' faces emblazoned on computer terminals! If you locate the exit, go down from that point as far as possible, then find the slanted wall which at first glance does not look like a suitable path. Follow this up a few flights until you notice a section surrounded by enemies and the door to the final treasure room!



Desert Boss- Genie's Sanctum

The Genie will not materialize until you run down the flight of stairs. When he does, run back up the stairs and prepare to dodge left or right as soon as you see the Genie's head make a slight movement. To avoid the circular laser beam, you will need to position yourself near the left edge of one of the staircases, then proceed down a few flights until the beam has passed. Repeat this process until the Genie is defeated entirely.

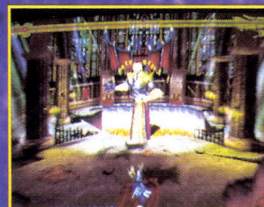


Now you have found all 12 Rune Stones! Move on to the final battle with Skorne!

DESECRATED TEMPLE

This level is the smallest in the game, but the mirrored generators produce a ridiculous amount of enemies in its small corridors. Try not to advance too far too quickly or you will be surrounded.

Altar of Skorne



Your first battle with Skorne is not difficult, but it is quite shocking! After every projectile he sends your way, it looks as if he is sticking his middle finger out to mock

you! Dodge Skorne's set of attacks—usually three fireballs—then attack from a distance. This process may take a while, but your character will sustain little damage.

Throne of Skorne

The only difference between this battle and the previous encounter with Skorne is that he fires four projectiles in succession this time; making it a bit more difficult to retaliate with more than three shots at a time. Be patient when dodging his fireballs; the second you see an opening, take the opportunity to strike. There will not be many chances to do so.



Gates of Underworld



The spikes on the sides of the path can be destroyed; they don't flash to indicate damage, but each one will fall off into the pit of lava after three shots. Move gingerly toward the top of the screen and don't panic at the sight of the path falling into the lava. You will need to defeat Cerberus to open the exit path. Fire four shots from a distance, then run to a safe position and continue the pattern.





BRAVE FENCER

MUSASHI

by Ara Shirinian

Analog Control

Musashi supports the analog functions of the Dual Shock pad in a limited manner. Specifically, with the Dual Shock, *Musashi* can move in 16 directions instead of the normal eight. Also, *Musashi* can run right away with the Analog pad, but with the normal D-pad he'll only start to run after the direction is held for a few seconds. Analog control might be advantageous to use in some situations; however, it makes precise movements more difficult. Use whatever you prefer, as neither will impact gameplay enough to make a significant difference.

Getting Around

Making progress in *Brave Fencer Musashi* requires solving lots and lots of small puzzles in order to proceed past certain points in the game. Nearly all of these are easy to deal with, as long as you keep in mind three possibilities. If you can't reach a certain area, it's because:

1. You need to use an assimilated ability from a nearby enemy, or...
2. You need to use Lumina's special attack with a certain Scroll, or...
3. You're not supposed to yet. That is, an item you get (or an event) later on in the game will enable you to get there, so don't worry about it now.

Because of the frequency with which you'll need to use an assimilated ability to get past different points in the game, I'm only going to describe the more difficult ones. There are also some exceptions to the three points above, and I will point those out in detail later. You should expect to do a good amount of backtracking, so don't be discouraged if you aren't able to get to all the areas of a certain part of the game the first time you reach it.

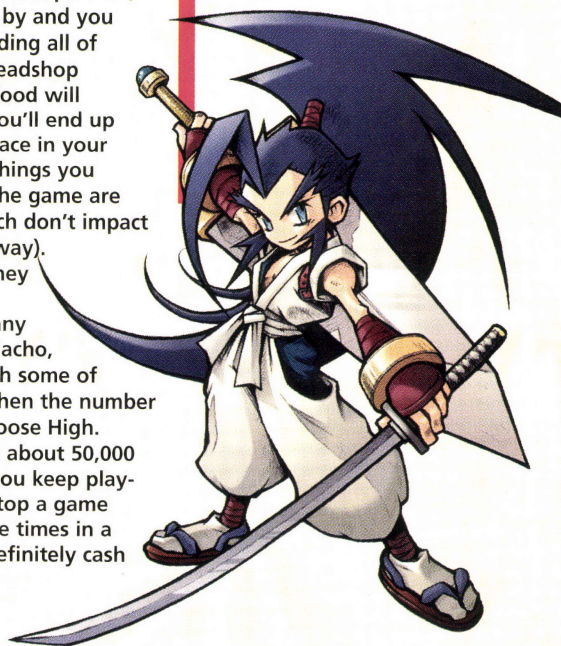


Items & Money

Throughout the game, most of the items you'll find in treasure chests will be useless things you can only sell for money. After you get an item appraised and find out that it's useless, you should sell it right away to keep your inventory from getting cluttered. Because you have a limited amount of space to store items in, you should only buy the most expensive items you can afford. You should also always have S-Revive in your inventory at all times. Even though these items seem expensive, money is very easy to come by and you shouldn't worry about spending all of it. Buying items from the Breadshop isn't a good idea, since the food will spoil after a few days and you'll end up wasting both money and space in your inventory. In fact, the only things you should spend money on in the game are healing items and toys (which don't impact the events in the game anyway). The fastest way to earn money is to go to Mannick's Restaurant—but don't buy any of the food! If you talk to Macho, you'll be able to gamble with some of your money. Choose Low when the number is 7 or higher; otherwise, choose High. You'll be able to accumulate about 50,000 Drans within a half hour if you keep playing. It's not worthwhile to stop a game until you've won at least five times in a row, although you should definitely cash out by the 7th or 8th win.



Brave Fencer *Musashi* reminds me a great deal of all those classic action/adventure games that were released en masse at the peak of the NES' popularity. Games like the original *Zelda*, *Blaster Master*, *Crystals* and countless others. All of these games shared a certain quality of depth that in the late '80s I did not appreciate at the time; I was just upset that "they" kept putting RPG and story-like elements into ports of arcade games like *Bionic Commando* and *Rygar*! However, supplementing the inherent fast action of arcade games with a sense of adventure and exploration in this manner proved to be a powerful combination in those days. A game like *Musashi* is a testament to the fact that the formula still works.



on
de a
palace.
ed to save
thing:

A purple dragon with its mouth wide open, showing sharp teeth and a dark interior. The dragon is facing left, and its mouth is the central focus of the image.

Sleeping

- When you sleep in any place other than the Inn, your tired gauge will not decrease below 20%.
- The status gauge in the lower-right corner of the screen shows how tired Musashi is only when the tired gauge is over 50%:

< 50% tired



> 50% tired



> 70% tired



> 90% tired



> 100% tired



- As Musashi grows tired, his abilities are affected in different ways. The following effects accumulate as the tired gauge increases:
At 71% tired: Can't run.
At 81% tired: Movement becomes slow.
At 91% tired: Attack speed becomes slow.
At 100% tired: Falls asleep automatically.



For the remaining portion of this strategy guide, I've mapped out all of the major areas of the game after Chapter 1. All of the maps show an overhead view, except for the map of the second section in Soda Fountain (Chapter 6), which shows a side view. Thin black lines run through the middle of various parts of the maps to designate significant differences in height. I've also labeled the locations of all of the Scrolls and Crests as well as major landmarks. The locations of Bincho Fields and Minkus are marked by Bincho Field icons and berry icons respectively. "X" marks designate the locations of Memory Boxes.

TIPS & TRICKS

February 1999



Major Events

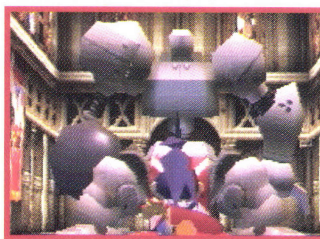
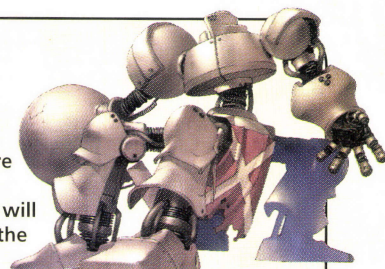
Here's an outline of all the major events in the game, organized by chapter:

Chapter 1: The Journey Begins

The first chapter is basically a warm-up for the rest of the game. Unlike chapters 2-5, you won't have a sub-screen...and you won't even have Lumina to use until you get to the first Boss. Once you reach the top of the inside of Spiral Tower, use the Gunshot ability (you can assimilate it from the blue soldier enemy nearby) and shoot toward the center of the tower in order to hit the rope attached to the bell. Once past this point, you'll be at the very top of Spiral Tower with a bunch of red soldiers and the Lumina Sword. As you may have guessed, you can use the Paralyze ability assimilated from those soldiers to reach the sword. Immediately after obtaining Lumina, you'll go through a few fast action scenes before facing the first boss.

Boss 1: Steam Knight

The first boss is very easy. The key here is to be patient; if you try to be too aggressive, you'll just needlessly lose HP. Steam Knight's weak points are his feet and a green crystal that occasionally becomes exposed. During this battle only, arrows will appear showing you exactly where to hit. Attack the legs one at a time with Lumina only when there isn't steam coming out of them (the steam will damage you). Once the legs are out of commission, you'll be able to inflict damage to the center. After his life bar is depleted, you'll have to walk right up next to Steam Knight and throw him. Repeat this process two more times to defeat him.

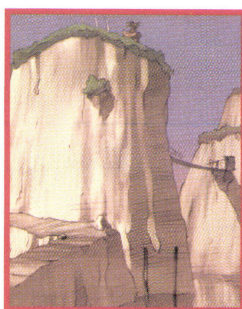


Chapter 2: A New Journey

When you begin this chapter, you'll finally be able to save your game at the Inn. You'll also be able to explore most of the vicinity around Grillin Village, including Somnolent Forest. You should first try to get all of the Bincho Fields you have access to. Acquiring the one near Wandering Forest is a bit tricky; you'll have to assimilate the Hop ability to climb up the steep incline in the upper portion of that area. Also in Somnolent forest are a couple sections covered in vines which can also be traversed with the Hop ability.

Rescue Leno at Twinpeak Mountain

After speaking with the Mayor of Grillin Village, you'll have to go to Twinpeak Mountain and rescue the dog Leno. Leno isn't very far up the mountain, so this task is fairly easy. You'll have to pick Leno up and carry him back to the village. While carrying Leno you'll walk very slowly—but don't get antsy and start throwing him around all over the place or you'll likely screw up and have to start over. In a few places you'll have to throw him across water, which is OK as long as he gets thrown onto land. What's more, when you reach the end of an area (where the screen stops scrolling), you'll have to carry him through to the other area. Do not try to throw him into the next area.



Give Bread & Water to the Thief

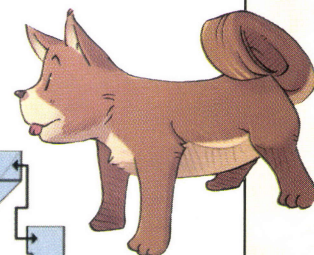
There's a thief in the village who needs some bread and water. You can buy the bread from the Breadshop and you can obtain the water from the well next to the Church.

Find the Key at the Graveyard

The Graveyard can be found beyond the Wandering Forest. Leno will go with you and tell you which way to go. As Leno searches for the right direction, your priority is to keep him from being attacked by nearby enemies. If he sustains too much damage, you'll have to start over.

Wandering Forest

Grillin Village & vicinity





Meet the Thief at Twinpeak Mountain

After rescuing the thief, you'll have to climb to the top of Twinpeak Mountain to meet him. You'll have to also find four trees to cut down and collect—never mind that each tree is about three times bigger than Musashi!—but don't worry because they are conspicuously placed on the way up the mountain. Once you reach the top, the thief will make a raft for you and you'll go through a rapid raft sequence as you make your way back down the mountain. You probably won't be able to make it all the way through the first time, so don't get frustrated if it takes a number of tries. Part-way through the rapids, there is a long, straight section with waterfalls on

both sides. Immediately after this section, there's an inconspicuous exit from the rapids on the left side of the screen. If you enter here, you'll end up in another location outside of the mountain where a hidden Bincho Field is located. You can try to get this one now or you can do it later. If you decide to do it now, you'll have to go all the way back up the mountain and go through the raft ride again, this time taking the normal route. If you do so, you'll end up at the bottom of the mountain with a treasure chest containing the L-Brace (you have to get it appraised first). With this item, you'll be able to climb sections of cliff that are colored red.

Save Steamwood

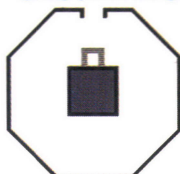
After speaking with Steamwood's engineer, you'll have to go into Steamwood and fix all the valves in the order of their



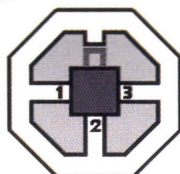
number. To make matters worse, you'll have a time limit of 24

hours to complete the operation. I've provided a map of the locations of all the valves on each floor of Steamwood. The timer will be stopped when you pause the game, so if you need to decide where to go, pause the game first. After completing this event, all the steam leaks in Somnolent Forest will disappear.

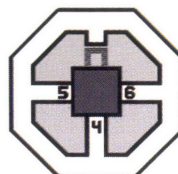
Steamwood



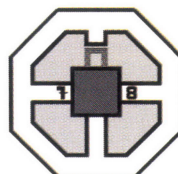
1F



2F



3F



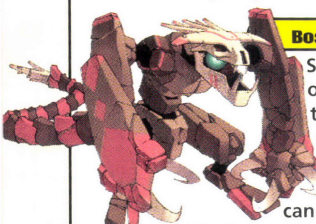
4F

Get the Earth Scroll from the Top of Twinpeak Mountain

You'll meet Rootrick at the bottom of the left peak of Twinpeak Mountain (directly left of the Memory Box). Here, you'll have to race him to the top by climbing up using the L-Brace. Once you get to the top, you'll be able to obtain the Earth Scroll.



Boss 2: Skullpion



Skullpion lives in Hell's Valley. You can move the boulders on top of the spike-filled pits by using the Earth Scroll here. However, at the end of Hell's Valley, in order to get into Skullpion's room, you must have already rescued SoldierA, MercenC, CarpentA and KnightB. All of these are on Twinpeak Mountain in obvious places, so you should have all of them by now anyway. You'll need to talk to Steward in the Palace in order to set the events in motion so you can encounter the boss.

As with the previous boss, Skullpion's weak point is a green crystal which will become exposed after suffering a certain amount of damage. You should have the Earth Scroll equipped for this battle; you'll need to use it to make rocks and other objects fall from the basket above (hopefully hitting Skullpion, if you time it right). Whenever the green crystal comes out, you'll need to hit it with Lumina quickly, since it only appears for a brief period of time. Skullpion will occasionally try to climb up the walls and attack the people above. When he does this, you can use the Earth Scroll to knock him off before he gets to the top. Also, he has a stinging attack that will poison you. Even though an Antidote herb will appear during the battle every so often, it would probably be a good idea to bring a few extra ones yourself. Three hits to the crystal will defeat him.



Chapter 3: Mission Vambee

Find the Flower in Binchotite Mine

You'll be going back and forth through the Binchotite Mine a number of times throughout the remainder of the game. To gain access to the Mine, speak to the Mayor, then speak to the man in the Windmill. Your first goal is to find a special flower in the center of the underground lake in the Mine. You should bring along some Antidote, since it's very easy to become poisoned in the Mine.

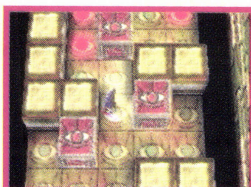
Get Aqualin from Twinpeak Mountain

Now you'll have to get Aqualin from the top of the right peak of Twinpeak mountain. Basically, all you need to do is to go back up the same way you did when you were going to meet the Thief. However, halfway up, a timer will start and you'll have to make it to the top and back before time runs out. Fortunately, it's pretty easy—provided you don't fall—so don't rush. Once you get to the point where the Thief was, continue walking to the right and you'll reach what seems like a dead end. Use the Earth Scroll here and you'll be able to continue upward. At the top you'll find a lake where you can obtain Aqualin. Once you've got it, go back down to the point where the timer started (you don't need to go all the way back to the village before the timer stops).





Explore Mannick's Basement



To get into Mannick's Basement, visit his Restaurant at 18:00. After speaking to the person outside and everyone inside, return to the Restaurant at midnight; you'll be able to sneak in when you see Vambes emerge from the

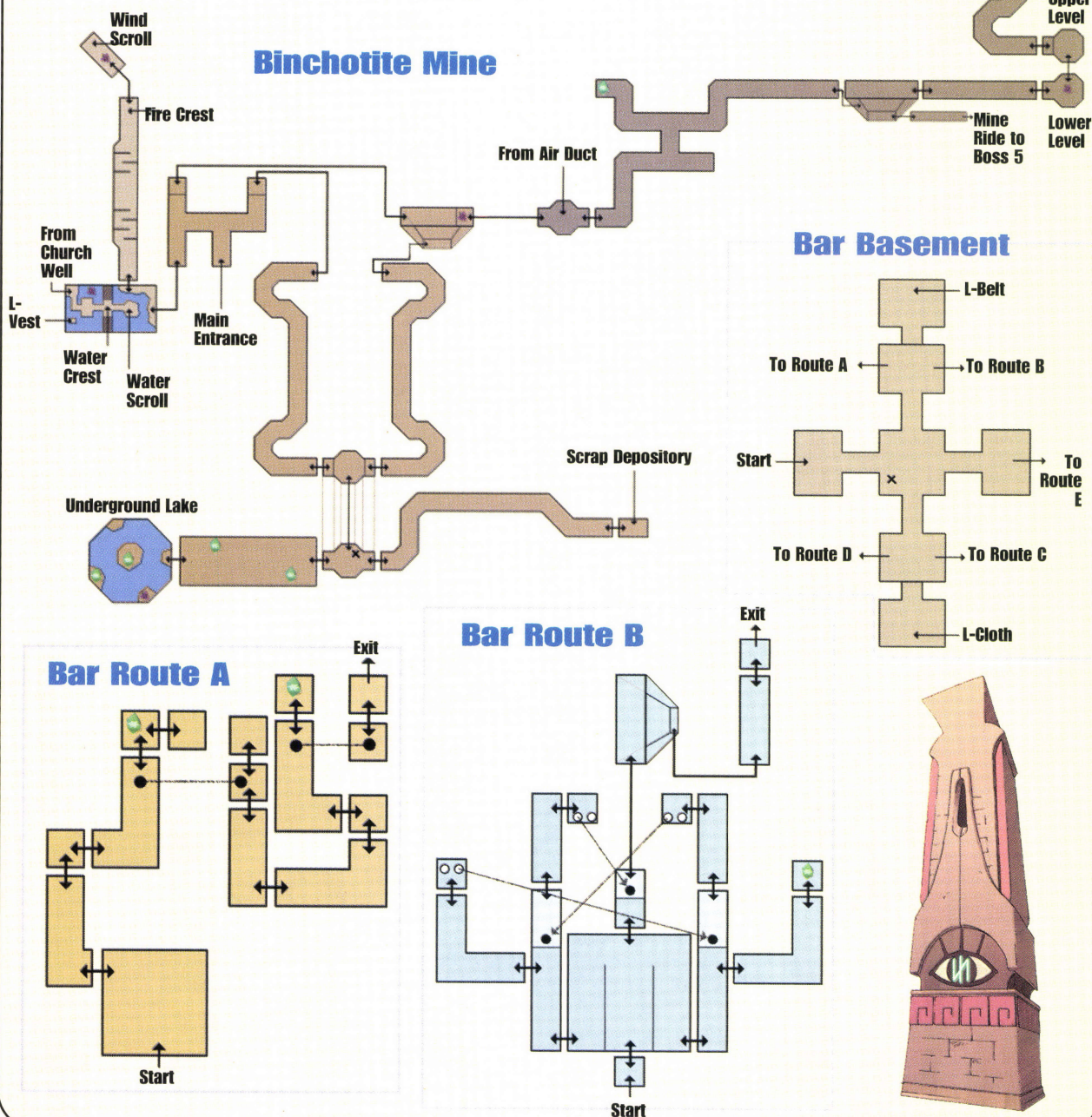
doorway.

Once inside, you'll have to go through routes A through D (in any order) to obtain four Eyes that open the upper room. In route A and the main room, you'll find sections of walls that appear to be cracked. You'll have to use the Bowl ability (which you can assimilate from the enemies in route A) to break them down.

In route D, you'll encounter a number of dark rooms where it's difficult to see the ground. You'll have to assimilate the Sublime ability from the ghost in the beginning of each room so you can examine the layout of the floor before moving on. In the third such room, you'll have to drop down the following sides of each platform in order to make it through safely: Left, Left, Right, Right, Left, Left, Right. After getting all four Eyes, you'll be able to get to the L-Belt.

Visit the Church at 02:00

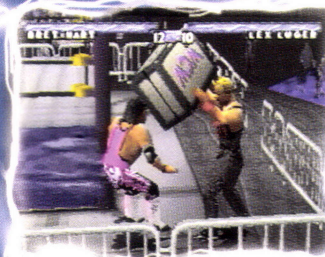
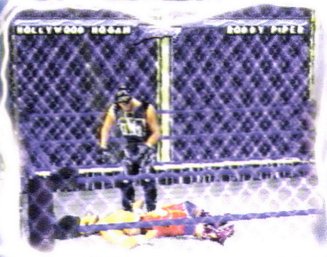
With the L-Belt, you'll be able to jump over the Church fence. Talk to the priest inside the fence at exactly 02:00 and he'll let you inside, where you'll have to battle some really big enemies until 07:00. You don't need to beat the enemies, you just need to fight them until morning.



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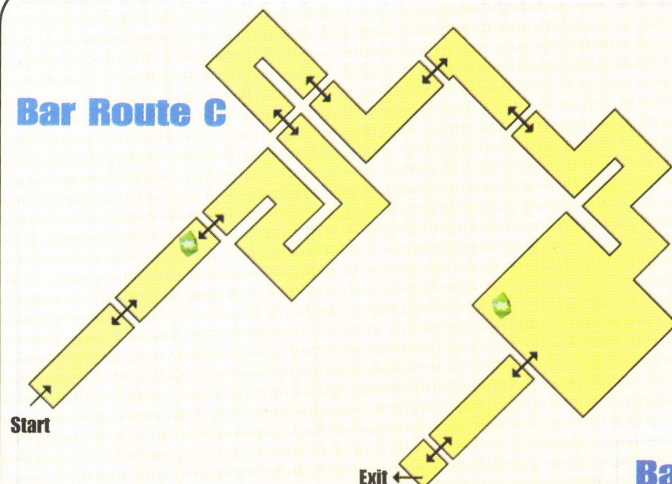
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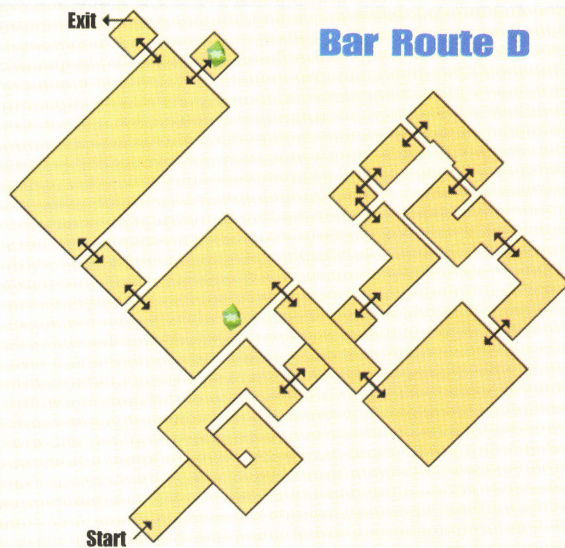




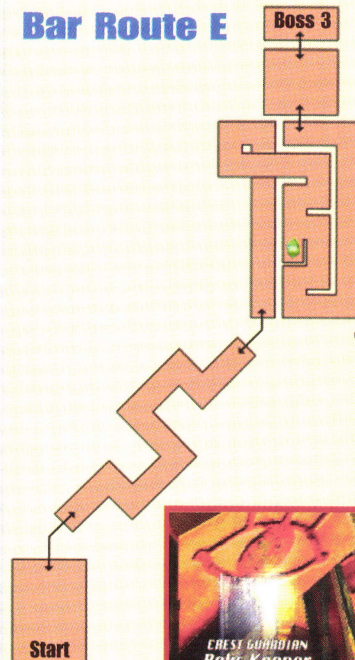
Bar Route C



Bar Route D



Bar Route E



Get the Church Bell & Water Scroll

After the Church event is over, speak to the priest again; he'll allow you to get into the Well where the Church Bell is located (see the Binchotite Mine Map). First, go ahead and get the Water Scroll. It will enable you to walk on water so you can reach the Bell, which is located in the same area, right next to the Minku. Don't worry about not being able to get to the Minku yet. Notice how the area under the Well connects up with the Main Entrance of the Binchotite Mine. In order to get the Well back, you'll have to use the same strategy as when you were rescuing Leno at Twinpeak Mountain. Carry the Bell through the Main Entrance to bring it back to the Village. The Priest will then give you a Statue, which is a key to the door that was blocking the entrance to Route E in the Restaurant Basement.

Boss 3: Relic Keeper

Boss 3 lives at the end of Route E. You'll want to have the Water Scroll equipped here. Attack the large ball of flame with the Water Scroll until the green crystal comes out. Once again, strike the green crystal with Lumina and repeat the process twice more. Be prepared to do a lot of dodging; this boss has a variety of different attacks.



Chapter 4: The Duel at Dragon Island

Fix the Well

After speaking to the Mayor's wife, you'll have to go back into the well and fix it. With Boss 3 defeated, you'll be able to activate the Water Crest in the same place where you obtained the Water Scroll. Doing this will alter the water level in the area, so you'll be able to reach the L-Vest and the Minku.

Find the Gondola Gizmo

The Gondola Gizmo is located in the Scrap Depository in the Binchotite Mine. Grab the one that is gold-colored, has one hole in the center and three holes surrounding it.



Put Out Fires

The Gondola Gizmo is located in the Scrap Depository in the Binchotite Mine. Grab the one that is gold-colored, has one hole in the center and three holes surrounding it. This event is pretty easy. Just use the water scroll and aim at each of the fires. It will take a continuous stream to put out each fire, so you won't be able to notice them going out if you just fire a few shots.



Get the Fire Scroll

After saving the village from burning down, you'll receive some Salt. This item will enable you to get past the huge snail that is blocking the way to Dragon Island (the brown colored area on the map beyond Somnolent Forest). At Dragon Island, if you enter the area at low tide and activate the Water Crest, you'll get access to the Fire Scroll. Immediately afterward, you'll have to fight Kojiro...



Fight Kojiro

Kojiro is really easy to beat. All you need to do is walk around him and attack him repeatedly from behind.

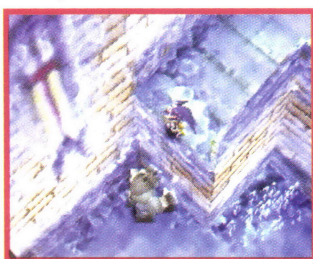


Ice Palace

The Ice Palace is hidden beyond the Wandering Forest. From the first screen in the Wandering Forest, the directions you need to take to reach the Ice Palace are as follows: left, up, up, right, up, up, right, up, left, up, up, up, up.

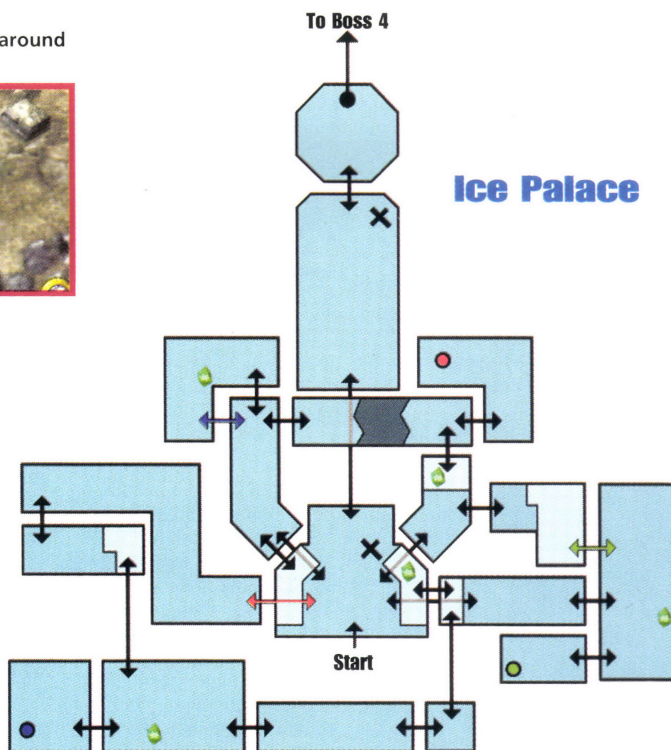
Once in the Ice Palace, you'll have to find red, blue and green eyes (shown on the map as colored spots). The large door in the back of the first room won't open until you have all three. There are also red, blue and green doors in the palace (also shown on the map as colored arrows) which won't open until you obtain their respective eyes.

In the Red Eye room, all you need to do to obtain the eye is to defeat all the enemies. In the Blue Eye



room, you'll have to defeat all the enemies without taking any damage. In the Green Eye room, you'll have to use the Clone assimilated ability to defeat the enemy. The L-Shoes are on the left balcony in the first room. You can reach them by walking

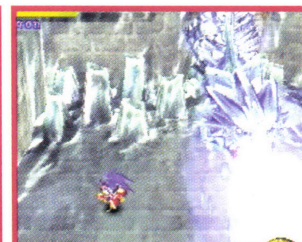
beyond the Blue Door. In the second room beyond the Red door, you'll find a ledge that seems impossible to get to. However, if you stand directly under the ledge, the large enemy in that room will grab you and throw you to the upper level. Once you reach the second memory box, you'll have to light both torches using the Fire Scroll; this will open the door leading into the last room.



Boss 4: Frost Dragon



You'll encounter this boss on a narrow walkway. After you strike it a few times, the walkway will start to collapse and you'll be forced to move forward. Use the Fire Scroll to melt the ice spikes blocking your way. Once you get to the end of the walkway, the real battle will start. Frost Dragon likes to use an ice beam that covers practically the whole area. To avoid it, notice which way he moves his head (left or right) just before he begins the attack, then run to the topmost part of the opposite side of the room and wait there until the beam goes away. You should attack with your Fire Scroll immediately after he finishes his beam attack because he will be very vulnerable. As before, strike the green crystal with Lumina when it comes out and he'll be finished in no time.



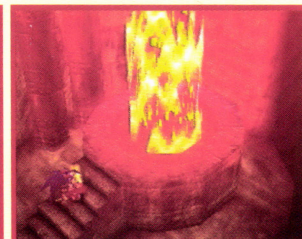
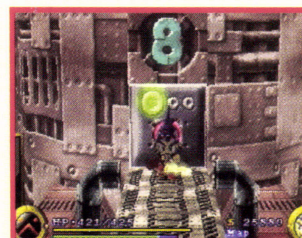
Chapter 5: The One That Nests Underground

Save Steamwood Again

This sequence is the same as the first time you had to fix the valves in Steamwood, except for three things. Shutting off the valves will be harder, since the gauges will move faster. Also, three of the valves will be missing their handles. Handle #1 is on the first floor, behind the elevator. Handle #4 is on the third floor between valves 4 and 5; handle #8 is on the fourth floor between valves 7 and 8. Finally, you'll have to make a number of very tricky jumps since there will be a lot more steam blocking your way. You'll have to make a number of L-shaped jumps with the double-jump technique in order to get around.

Get the Wind Scroll

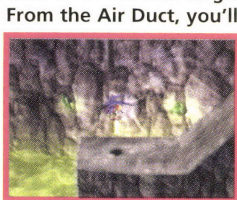
You can get the Wind Scroll by going through the Binchotite Mine and using Lumina on the Fire Crest at the end (see the map). Once you obtain the scroll, use it immediately and you'll be able to dig a hole right through the ground. This will trigger another event and you'll end up in the Wandering Forest.





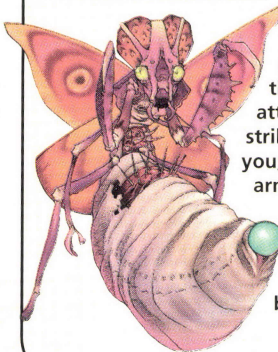
Explore the Air Vent

When you go back to Grillin Village, you'll notice a huge ant next to the Gondola. Ride the Gondola from the castle and it will smash the ant, creating a hole in the Air Vent on the cliff above. The area under the vent is actually a part of the Binchotite Mine (see the map); however, if you drop from the ledge to the left of the Air Vent entrance (where the Minku is), you'll have to go all the way out via the Main Entrance to get back.



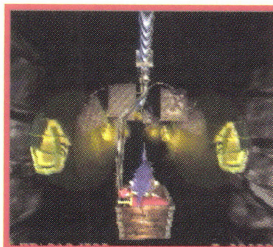
Field at the end of the path on the Upper Level, use the Wind Scroll in the center of that room; you'll be able to tunnel through to the section just before the Mine Ride.

Boss 5: Queen Ant



After the Mine Ride, you'll appear in a room with a Memory Box. From this room, use the Wind Scroll to tunnel through to the Boss' room. Queen Ant's attacks are fairly predictable. You'll have to strike the head when it gets close enough to you; this happens after she attacks with her arms. After a number of hits, the green crystal will come out on her tail.

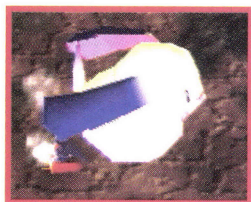
However, it can be a little tough getting to the crystal since poison fog tends to accumulate there also. You'll have to use the Wind Scroll to get in and strike the crystal. As before, she'll go down after three hits.



Chapter 6: The Sword of Luminescence

Get Sky Scroll

The Sky Scroll is located beyond the Wind Crest in the area next to Steamwood. However, you have to use Lumina on the crest only when it is raining on Sky day, otherwise nothing will happen. Once you do activate the crest, you'll never be able



to return to the world

below again, so make sure you've filled your inventory with healing items and found all 13 Minkus. (Try going to the Wandering Forest after you've accomplished this for a surprise!)

In order to get to the top of the structure where the Sky Scroll lies, you'll have to use most of your other Scrolls. The places where you're supposed to use them are marked with their corresponding pictograms. Once you obtain the Sky Scroll, you'll be immediately transported to Soda Fountain.



Soda Fountain

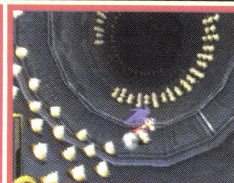
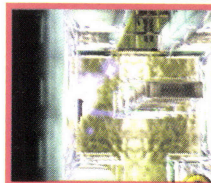
Section 1

Here you'll have to use the Sky Scroll to float above the watery brown sections on the map. You can't hit the walls either, so be careful; the control is very touchy when you're flying. Next, you'll have to make your way through a long circular corridor before meeting the first mini-Boss, Ben.

Mini-Boss 1: Ben



Ben has a highly predictable pattern that's easy to exploit. You should only try to damage him once after he lands, then a few more times just before he starts to fly around again. The bombs he throws inflict a lot of damage, but they explode in the exact same pattern each time, so they're easy to avoid. Stay on the bottom center of the screen and move toward the left as they explode. After defeating Ben, you'll be able to save your game.

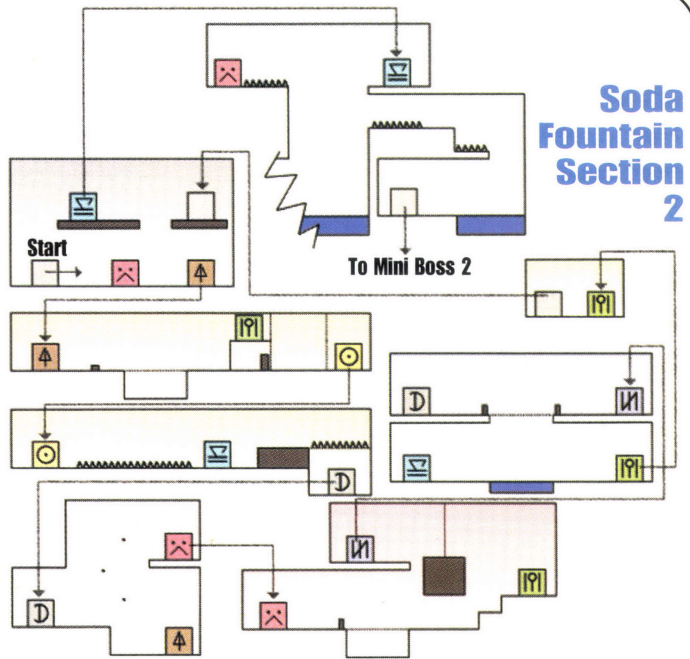


Soda Fountain Section 1



Section 2

The map for this section is a side-view representation of all the rooms along the correct path. I've only marked the correct doors to go through. If you go through any other door, you'll have to start over from the beginning. In each room, you'll have to use the Scroll associated with that room in one way or another to get to the correct door. For example, in the second room, use the Earth Scroll on the raised parts of the floor in order to open up the pathway. You'll need to have quick fingers if you want to negotiate the last part of this area. Once you enter the last door, you'll have to fight Ed.



Mini-Boss 2: Ed

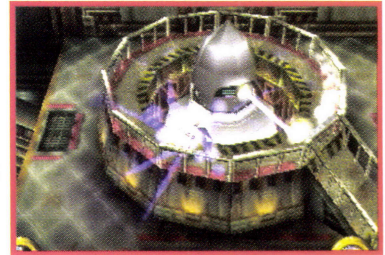


Ed is even easier to beat than Ben, as long as you can dodge his beam! It's easy to jump over, but it will change direction every time you jump over it. The only time you should attempt to attack is just after the Beam stops. Stay away from him at all other times.

Section 3

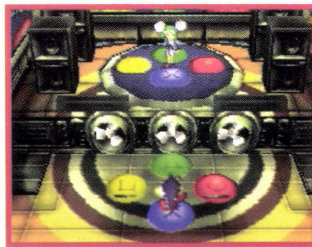
This next section takes place outside and it's filled with tons of tough and fast enemies. There aren't really any items to obtain here, so your priorities are just to get to the end and keep your BP and HP high. If you have the patience, however, it's a good idea to fight everyone to get your levels up; most of the enemies here will also drop lots of BP/HP restoring items. Once you get to the end, destroy the water fountain and all the enemies to proceed inside.

The inner section is more of the same. Halfway through, you'll have to destroy a metallic cone-like device which is highly annoying. It has a laser-like Ed's beam—but it moves around much faster. You'll have to hit the front portion of it with an attack that has a fairly long range. At the end of the section, you'll face Topo.



Mini-Boss 3: Topo

For once, you won't have to fight! Instead, you'll have to play a *Parappa*-style game in which you tap the buttons along with the music. The difference here is that Topo will go through the entire song once, then you'll have to repeat the entire song along with her. You won't be able to pause the game in the middle of a song either, so memorize these patterns first!



Song 1:

□, △, ○, ×
□, △, ×, ○
□, △, ○, ×
□, △, ○, ×

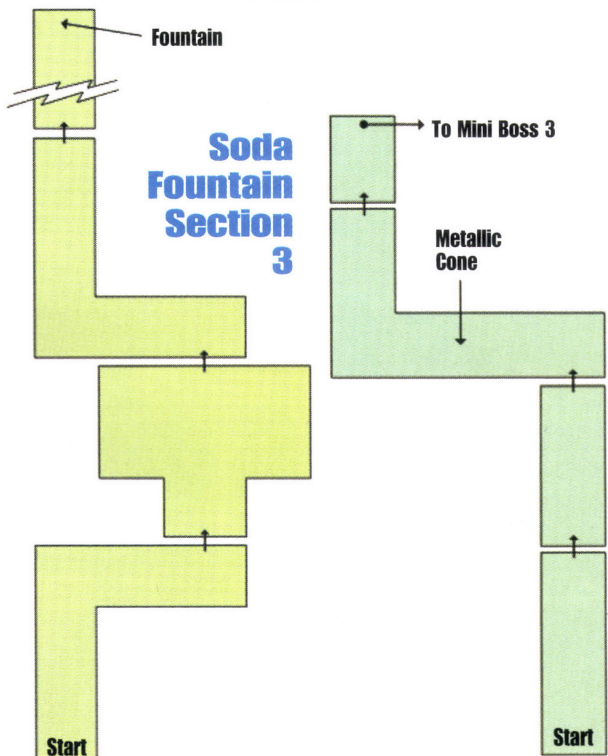
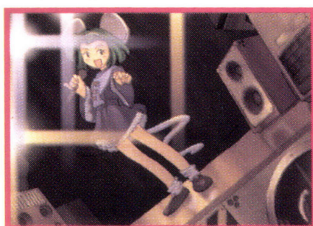
Song 2:

×, ○, △, □
×, ○, △, ○
×, ○, △, □
×, ×, ○, ○, □

Song 3:

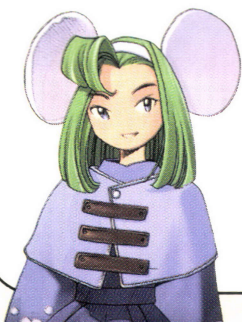
△, ×, ○, □
×, ×, ○, ×
△, ×, ○, □
×, ×, △, △, □

After beating Topo, you'll be able to save your game again.



Outer Section

Inner Section

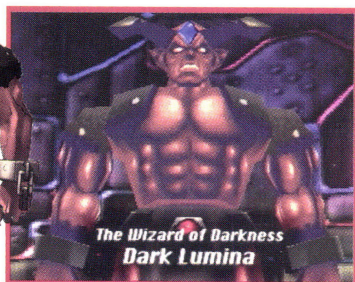




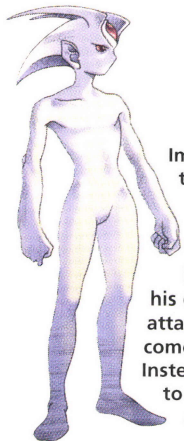
Boss 6: Tower of Death

This guy is a real pain. The Tower's weak spot is its green section, which will change location constantly. You'll have to strike it a total of 12 times to defeat it.

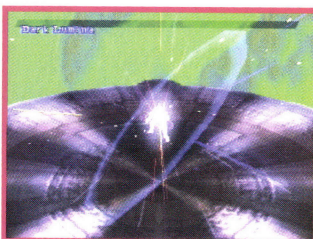
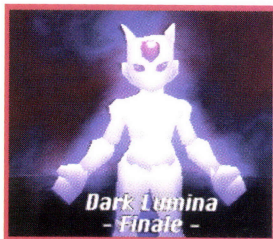
Final Boss: Dark Lumina



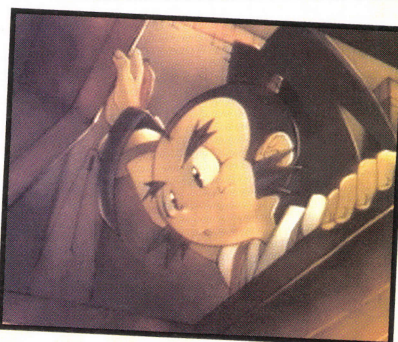
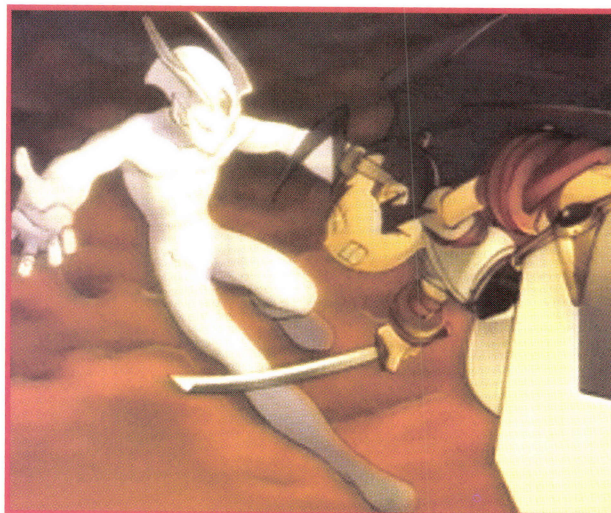
You'll have to hit the blue portion of Dark Lumina's head until it turns red. To do this, your best chance is to execute the Rumparoni-SP technique. If you miss, DL will catch you and throw you off the edge. After hitting him enough times, he'll execute one of two attacks, then he'll pause for a moment. During this time, you'll be able to hit his head with Lumina to inflict damage before his pattern repeats. It will take five of these hits to defeat him.



Immediately afterward, Dark Lumina will transform into his third and final form. If you die at this point, you'll have to beat his second form all over again. The only time you'll be able to damage DL in this form is during the period when his color changes to white in between his attacks. To make it a bit easier, he'll actually come up in front of you during these times. Instead of attacking him normally, you'll have to throw Fusion at him as if you were attempting to assimilate an ability. After you complete the "assimilation," you'll be able to hit him once with Lumina, then he'll repeat his pattern. It takes five total hits to destroy him. Now sit back and enjoy the ending!



You'll have to battle Dark Lumina in three stages. The first stage involves simply running away from him and up a large tower as he chases after you. Many of these jumps are deceptively difficult, so pay close attention to where you're jumping from. Once you get to the top of the tower, Dark Lumina will transform.



"...Dangerously Addictive And Simply Cannot Afford To Miss!" Editor's Choice For Best PSX Game.

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"...Brings In Enough Changes And Modes To Keep You Playing For Hours." The Bottom Line Rating: 9.0

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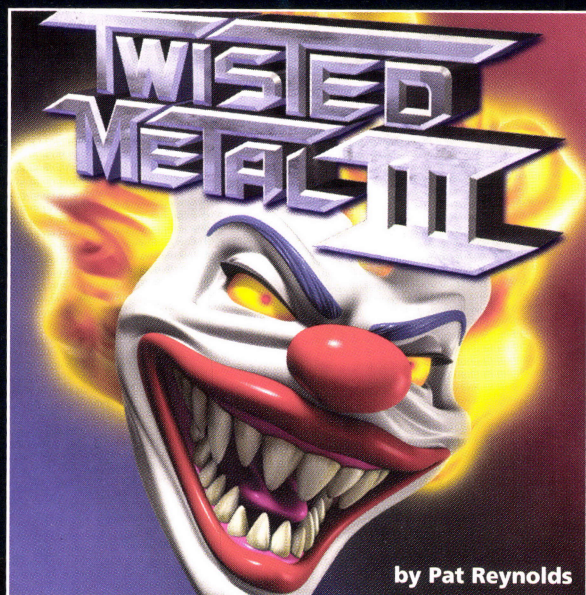
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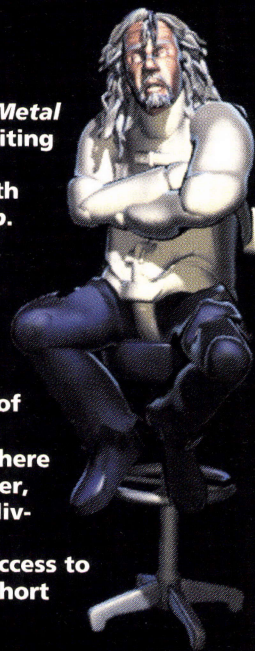
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by Pat Reynolds

As a true fan of vehicular combat games, I was hooked on *Twisted Metal* and its sequel. While eagerly awaiting the third installation of the game, I appeased my car combat cravings with games like *Vigilante 8* and *Rogue Trip*. With good graphics and fitting tunes from Rob Zombie, *Twisted Metal III* holds its own against the quality competition it faces this year. Is it better than *Vigilante 8* and *Rogue Trip*? The more realistic physics engine basically translates into a lot of time spent upside down after hitting small bumps. The level design is nowhere near as good as *Twisted Metal 2*, either, but overall, the game manages to deliver enjoyable, intense gameplay. This guide is designed to give you quick access to all of the tricks you'll need to make short work of the game.



special attacks

Invisibility	↑, ↓, ←, →
Freeze	←, →, ↑
Jump	↑, ↑, ←
Rear Fire	←, →, ↓

Play as Minion

In Tournament Mode: At the password screen, enter ↑, START, ↓, L1, □

In Deathmatch Mode: At the password screen, enter ←, ←, ←, →, →

Memory Card Save

At the password screen, enter START, START, START, START, START. Set the options the way you want them, then start a game. It will prompt you to save before the game begins.

cheat codes

God Mode

In the game press ↑, ↓, ↑, ↑, ○, →, △, □, ↑, ↓, L2

Infinite Special Attack

At the password screen, enter L1, L1, R1, R1, R1. Start a game and get killed. When you begin you're next life, you'll have an unlimited cache of special weapons.

Deathmatch Warehouse Level

At the password screen, enter ↑, ↑, ↑, ←, ←

Play as Sweet Tooth

In Tournament Mode: At the password screen, enter ○, ○, L1, L1, START.

In Deathmatch Mode: At the password screen, enter →, →, →, ←, ←

game shark codes

Infinite Ammo for All Players

80033ed6 2400

Infinite Lives for Player 1

800d300c 0002

Infinite Lives for Player 2

800d309c 0002

Play as Sweet Tooth*

800d28d0 000b

Play as Minion*

800d28d0 0007

* Using these codes will allow you to play ONLY as the character listed – if both are activated at the same time, only Minion will be playable



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NINTENDO 64





Washington D.C.

Destroy the Statues to uncover a full health power-up.



Hollywood

Lob some napalm at the Hollywood sign to destroy it.



Tokyo

Make your way up to the high level and then jump off the ramp and the next ramp beyond that to get the radar dish. Drive up to the brink near the giant fan and wait for your enemies to follow you. When they are sucked into the fan, target them and fire away for added damage.



London

You can destroy Big Ben by firing from the ramp in front of it. In the building with the warp is a wall that reads "Keep Out." Destroy it to reveal a hidden stash of power-ups.



Hangar 18

Shoot at the four lights around the perimeter of the area to unlock the barrier around the warp inside the UFO. This leads to other areas of the UFO and some powerful weapons.



North Pole

This trick will make millions of kids around the world very sad, but if you destroy Santa's workshop and the surrounding area you'll reap lots of power-ups, health and even the mighty lightning weapon. Also, all of the structures, giant candy canes, snowmen, etc. etc. are fully destructable and contain power-ups.



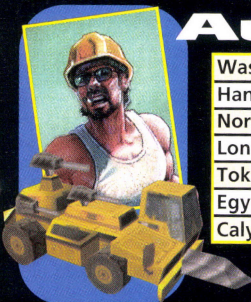
Calypso's Blimp

Destroy all walls marked "This Section is Closed." These lead to loads of hidden power-ups. On the bottom level of the blimp there are many crates which can be destroyed to reveal power-ups inside. In a Tournament game, the opponents will keep returning after you've killed them unless you destroy the four flashing switches and then the main switch located in the red room near the top. Here's an easy way to kill Primevil and the other baddies on this level. Hang out on the lower level by the large opening and they'll often drive right into it and fall to their deaths. Primevil pulled this maneuver the first time I fought him - I didn't even have to hit him once and I beat the game... so much for smart AI.



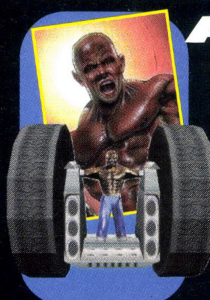
★ character passwords

Use these passwords to play as any character in any level of the game.



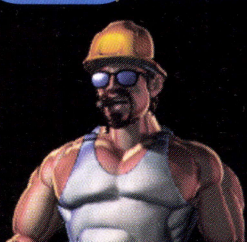
Auger

Washington D.C.	X, START, ←, ←, L2
Hangar 18	↑, ↓, △, L1, R1
North Pole	←, X, →, X, □
London	L1, →, X, START, ←
Tokyo	○, ○, ←, →, ←
Egypt	SELECT, →, L2, L1, L1
Calypso's Blimp	○, L1, △, X, ↓



Axel

Washington D.C.	L2, △, △, □, START
Hangar 18	R1, ↑, ↓, ↓, L1
North Pole	X, △, □, R2, X
London	↑, L2, ○, □, L1
Tokyo	↑, △, SELECT, →, ↑
Egypt	←, ↑, L1, ↑, R2
Calypso's Blimp	L1, R1, ↑, ←, ○



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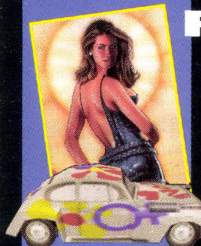
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Flower Power



Minion



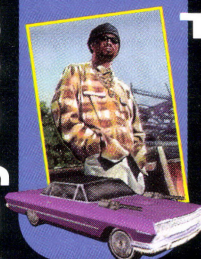
Outlaw 3



Spectre



Thumper



Firestarter



Hammerhead



Mr. Grimm



Roadkill



Sweet Tooth



Warthog



Washington D.C.	SELECT, L1, ←, START, ←
Hangar 18	START, L1, →, R1, L2
North Pole	↓, L1, START, L2, □
London	R2, △, △, START, ←
Tokyo	△, R2, →, ←
Egypt	□, □, START, L1, △
Calypso's Blimp	R2, L2, ↓, ×, ←

The Electric Playground

"When I'm not playing, I like to watch!"

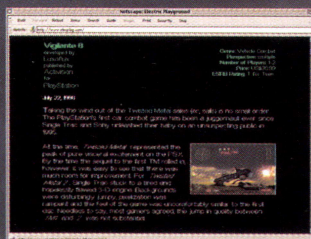
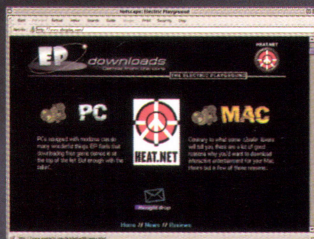
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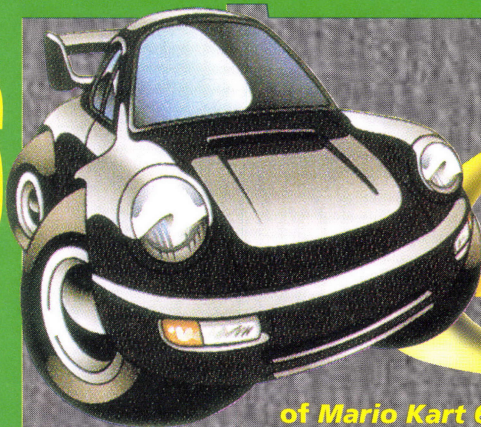
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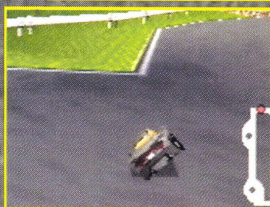
PENNY RACERS

BY GEOFF ARNOLD

Known as Choro-Q 64 in Japan, *Penny Racers* combines elements of *Mario Kart 64* with the old 8-bit classic *R.C. Pro-Am*. With stunning graphics, realistic track conditions and the ever-popular four-player option included, this game can get very addicting, very quickly. It's a bit more "cute" than most other racing games, but its unique style and gameplay make *Penny Racers* a worthy addition to your N64 library.

Play Control

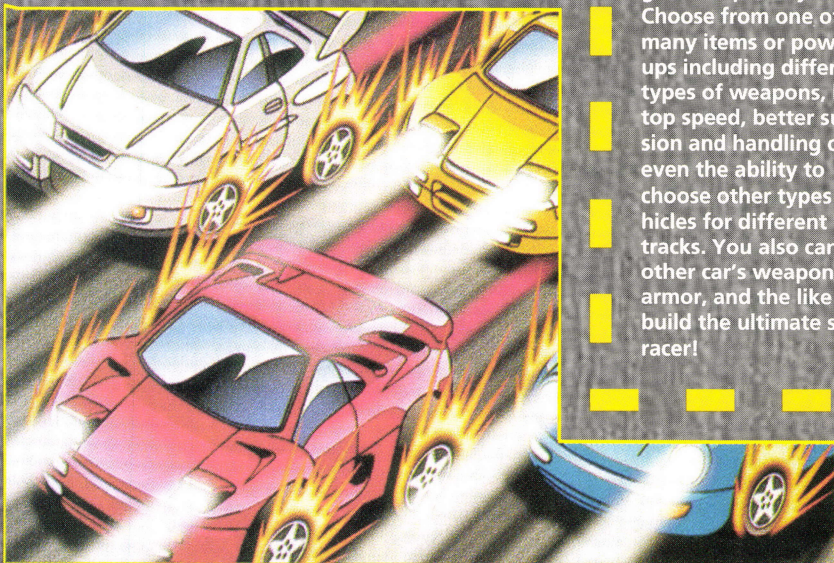
As with any other racing game, the control layout is fairly simple. Gas and Brake are the two main functions, but there are also a couple of other controls that you should be aware of. First: the 90° turn. To do this, hit the R button as you are starting to turn. Hitting the button again while in the 90° turn will result in a roll. The roll is useful for rolling out of the way of oncoming land mines and such, and should be mastered early on in the game. Next is backing up. When you get stuck in a corner, backing up will get you out in a hurry. Simply hold down the R button and hit the gas. Finally, we have the game's "recovery" trick. When you're hit by a missile or run into a landmine or another racer at high speed, your racer will most likely flip. When this happens, tap the gas rapidly to get back in the race more quickly.



Choosing a Vehicle

So many vehicles to choose from, so little time. Which should you pick first? It's all about the style! Each one starts out with the same basic equipment; however, off-road vehicles will be better on the off-road tracks to start with, while some of the mean little race car-type vehicles will blow your doors off on a straight racing track.

Unlike other racing games, earning 1st, 2nd or 3rd place results in more than just points or a worthless trophy: You get to improve your car! Choose from one of many items or power-ups including different types of weapons, higher top speed, better suspension and handling or even the ability to choose other types of vehicles for different tracks. You also can steal other car's weapons, armor, and the like to build the ultimate super racer!





Racer Items

In order for you to succeed as a *Penny Racer*, you will need to equip your vehicle with the latest and greatest items, equipment, and power-ups. Not only are these items essential to the overall performance of your vehicle, but they can make for some pretty funny combinations. Taxi lights on top of a Ferrari, followed by a missile rack? You wanted it, you got it! After taking 1st, 2nd or 3rd place in a race, you will be given the option to grab what you want from the losing racers, or even trade your items for their items. This is the only way to get weapons, different vehicle types and power-ups for your racer. Be aware that certain items will not be available until you race in higher classes. There are several hidden items such as super speed, higher levels of torque and many silly decorative objects. See how many you can find!

ENGINE Engines come in a variety of types. You can choose between an overall rating, top end or torque. The overall rating greatly affects the speed and acceleration of your racer, with 13 being the highest rating. Top end also affects the speed of racer, but you don't get much for acceleration. Torque directly affects the vehicle's acceleration, but slows down a little as it winds out. The highest rating for top end and torque is 9.

Tires Tires determine how well your vehicle will grip the road and turn. The ratings for tires range from 1 to 3. On-road, off-road and aqua tires are self explanatory, whereas studded tires are for icy roads.

Brakes Some of the tracks have deadly hairpin curves, so brakes are also a necessity. Try slowing down every once in a while to keep on the track.

Suspension This setting determines how well your racer can steer through bumps and terrain changes. Better suspension makes for a smoother and overall tighter turning radius.



Armor Beef up your racer! Armor protects you from getting bumped around on the track by the big boys. Spoilers will protect your rear only, while bumpers provide good all-around protection.



Decorative Why would I want you decorate your vehicle? Simple. It's all in good fun! Try putting some skis and a rocket on top of your car, just for looks.

**Weight**

This handy item will weigh other racers down, causing them to slow down significantly.

**Missile 1**

Missiles are similar to rockets, but are the better choice of the two. They fly in a small arc away from your racer and cause a shock wave when they hit the ground, putting other racers' lights out!

**Missile 2**

Same as the first missile, but this allows you to carry two more than before.

Weapons

The object of *Penny Racers* is simple: Win by any

means necessary! This is where the weapons come in. The computer can be downright nasty at times, so you must be prepared to defend yourself. As with the power-up items, some weapons are only available when racing in higher classes. There is also one hidden weapon in the game for you to discover.

**D-Dash**

More of a power-up item than a weapon, this is the ultimate turbo boost.

**Protect**

Also a useful item, this will protect you from pretty much anything including other cars and rockets.

**Octopus**

When this is used, three small octopi encircle the rear of your vehicle, protecting it from any rear attacks.

**Spin**

When activated, this weapon shoots a ring of spikes out of the chassis of your vehicle, slashing other racers' tires in the process.

**Double Spin**

Like the Spin, the ring of spikes encircles you twice instead of once.

**Cannon 1**

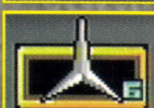
This weapon shoots one rocket in a straight path.

**Cannon 2**

This is the same as the first cannon, but it holds two more rockets.

**Smoke**

The classic smoke screen. Use it to confuse other racers.

**Spikes**

Drops three small spikes on the road behind you to puncture your opponents' tires.

**Landmine**

Landmines can be very dangerous, especially when placed in strategic positions. Hard to avoid and a good weapon overall, these will most likely decide between first and second place.

**Block**

These small concrete bricks can be very annoying—especially after the third or fourth time that you hit them, since they are pretty much indestructible.



Item Selection / Racing Classes

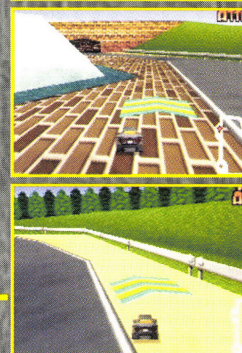
After winning 1st place on each track in each class, you will be able to enter higher classes of racing, where you will be able to use your racer's items to the fullest extent. Be aware that each class has set a limit on how powerful you can make your racer; this is done with "item points." For each item that you choose for your racer, a certain amount of item points are required to use that item or weapon. For example, in Class C you have a limit of six item points. This means that in order to race in class C, you may only use weapons or items with points that total six or less. As you progress to each new class, you will be able to equip your vehicle with more items and weapons according to the following scale:

Class C — 6 points
Class B — 10 points
Class A — 14 points
Class AA — Infinite item points

Tracks

Track 1: Country Road Type: On-Road Level: Easy

The first and most basic track, this one should be used to gain weapons, power-ups and other types of vehicles. Race this track until you are confident in your driving skills and have as many items and racers as you want. There are two speed arrows on this course; one on the inside of the track on the first wheel and one on the outside of the track right before the finish line (see photos). Although this track is fairly simple, watch for the computer to take early leads in the upper racing classes.



Track 2: Lakeside Road Type: On-Road Level: Normal

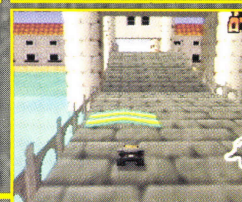
This track has some nasty curves! Watch out for the first one right after the start of the race, as a late turn will cause you to drive into the ocean.



There are two speed arrows on this track as well, the first one being after the first tunnel on the outside of the track and the second being on the inside of the track just after the second tunnel.

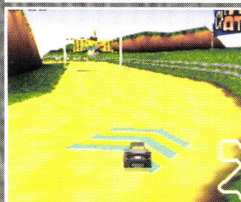
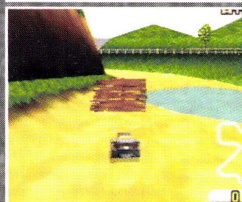
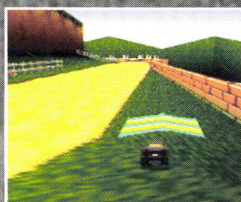
Track 3: Harbor Road Type: On-Road Level: Hard

One of the more difficult tracks in the game, this one has a never-ending gauntlet of breakneck turns and curves. Look for the first speed arrow just after the first left past the starting line; it's on the left side of the track. At the fork in the road next to the clock tower, take the right path; it can save you a couple of seconds. Watch out for the dead end! Make a fast right instead of hitting the blockade. A bit past the tunnel you will find another speed arrow lying on the left side of the track. As you go into the straightaway, be sure to stay left for another speed arrow. Finally, there is a shortcut right around the corner after the bridge. Stay to the left, then cut back right in between the two buildings for a final speed arrow and—hopefully—the lead!



Track 4: Mountain Road Type: Off-Road Level: Normal

An interesting track with nice scenery, but watch out for the loose dirt and falling rocks. Look for the first speed arrow just as you pass the tunnel on the right side of the track. Stay to the inside here and take the ramp to avoid the big puddle of water. The last speed arrow lies on the right side of the track just before the finish line.





Penny Racers

Track 5: Ruins

Road Type: Off-Road

Level: Easy

This track is pretty straightforward, but has a couple of surprises in store. Watch out for the first speed arrow; driving too fast toward it will result in your racer flipping! At the circle you can go either right or left, but watch for the spikes jutting out of the road. Just past the circle you'll see another speed arrow sitting on the inside of the track. The big lake in this course is the only part of the game where you need the aqua tires; it will slow you down a tad. Even though there is a final speed arrow here, ignore it and head in between the vertical rock and the side of the mountain to save time.

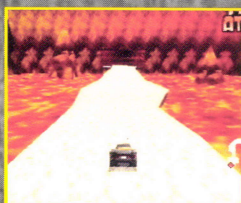
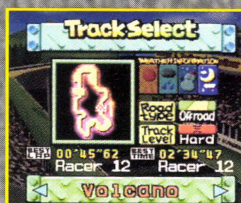


Track 6: Volcano

Road Type: Off-Road

Level: Hard

By far the most annoying and difficult in the game, this track will try your patience. Right after the beginning as you head out of the canyon, stay to the right for a speed arrow and an early lead. Although you can also take the low road, the high road is quite a bit faster, with another speed arrow hiding on the left side of the mountain curve. As you come into the large open area, you will definitely want to slow down. Just on the other side of the tunnel is a bridge surrounded on both sides by lava! To make things worse, lava splashes up on the track and has the same effect as a missile if you are close. Be cautious! Just past this and through the next tunnel is a bridge surrounded by water. Aqua tires won't save you if you fall in here! The final bridge is suspended across a chasm just past the last tunnel. Hot brakes, anyone? As you come out of the last tunnel, head down to the bottom for a boost of speed, then head back up the side of the mountain to the finish line.



Track 7: Alpine

Road Type: Icy

Level: Normal

Icy roads can be dangerous, but only if you don't have your studded tires. Put these bad boys on and you should have no trouble with this stage.

Immediately after the starting line, head straight over to the wooden ramp to get a big boost of speed as you head for the tunnel. When you come out of the tunnel, take the left path and hit another speed arrow, heading straight as you jet past the hill. Although there are two more speed arrows here (one on the left and one on the right), just ignore them. You'll slow down if you go out of your way to hit them.



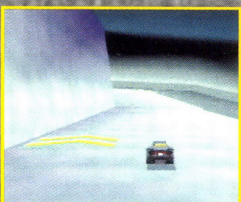
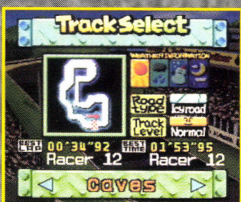
Track 8: Caves

Road Type: Icy

Level: Normal

Frozen toes! Frozen toes! After coming out of the first cavern, watch for an immediate right to make a sharp turn onto the bridge. As you travel

through the next cavern, be on the lookout for falling icicles and be sure to stay on the inside so you don't fall in the icy river below. Also, watch for a speed arrow on the inside of the track, and another right before exiting the second part of the cavern. One final speed arrow can be found off to the left just before the finish line.

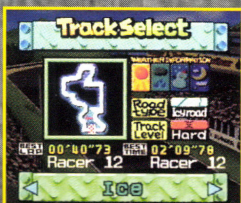


Track 9: Ice

Road Type: Icy Road

Level: Hard

Another tough level; this track will need some practice to master. Watch for a speed arrow just past the start, on the inside wall of the third curve. When coming off the jump after the ship, stay to the right to avoid running into a wall of ice. Look for the next speed arrow just to the right of the black and yellow flag. Look for one final speed arrow as you come out of the under-sea tunnel, just past the ice bridge on your right.



After earning a gold medal in each track, you will be able to race in a different class. If you are having trouble with a particular course, try practicing the course in time trial mode. Learning the contours and corners of each track will definitely give you an edge, especially when competing in the dreaded "AA" class. With some persistence, you will be able to beat the computer racers with ease and locate all the hidden items and weapons!



DESTREGA

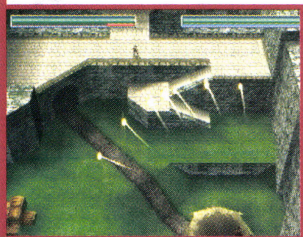
by Ara Shirinian

PHYSICAL ATTACKS (Close-Up Combat)

Most of the characters behave in a similar manner when fighting up close. The key factors here are the characters' speed and the strength of their physical attacks (which are not always similar to the strength of their magic attacks). Physical attacks can only be executed when the two characters are sufficiently close to each other, at which time both fighters' charge gauges will turn red. Since most of the game involves a lot of running around, the physical battles tend to be very brief. Once someone gets the first hit in, it's very easy to follow it up with some kind of combo and knock the other player down. I recommend initiating physical battles with the \square button, since it's much faster to execute than the other attacks and it's impossible to start a combo with any of the other buttons. Attacks using the \triangle button are very powerful, but they're too slow and should only be used within a combo. \circ button moves are even slower and are easier to miss with, since this attack makes your character vault over (or move around) the other before attacking.



MAGIC ATTACKS (Long-Range Combat)

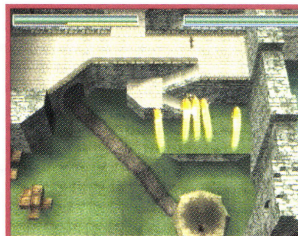
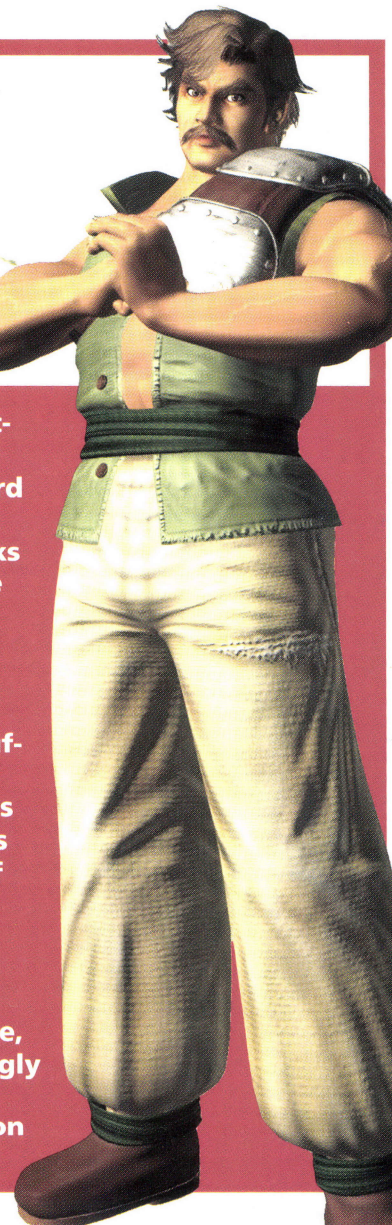


All of the game's magic attacks are different and behave in a variety of ways. As with physical attacks, you have your choice of three basic moves. The \square button will execute your Speed magic, the \triangle button will execute your Power magic and the \circ button will execute your Wide magic. Speed magic travels the fastest, but delivers the weakest blows. Conversely, Power magic will inflict the most damage but travels more slowly. Wide magic's properties are somewhere in the middle of the other two, depending on the character. Once you initiate a magic attack, you have the option of increasing the level of attack (at the expense of taking more time for it to charge and consuming more of the charge gauge) by immediately pressing additional attack buttons after the first. For example, \triangle is a level 1 Power attack, \triangle, \triangle is a level 2 Power attack and $\triangle, \triangle, \triangle$ is a level 3 Power attack. Note that you can mix up

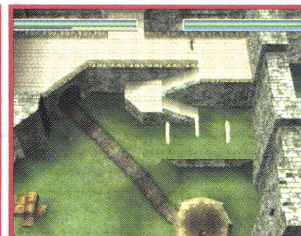
the buttons for some interesting results: \triangle, \circ is a level 2 Power-Wide attack, while \circ, \triangle is a level 2 Wide-Power attack. You can also do similar combinations with level 3 attacks. The important thing to remember is that the order of the buttons pressed does matter. The first button you press determines the primary properties of your attack, and subsequent button presses simply modify it with either extra speed, power or spreading ability. The only exception here is when you perform a level 3 attack with three different buttons in any order. When you do this, your character will execute his or her special magic attack, which consumes the entire charge gauge.

After some practice, you'll be able to immediately recognize what type and level of attack your opponent is charging up for before he or she releases that attack. This is because you'll be able to hear the character speak the type of magic either one, two, or three times depending on the level of attack. For Speed attacks, the character will say, "Til!" For Power attacks, "Asu!" For Wide attacks, "Fo!" It's difficult to get used to because each character pronounces these words slightly differently. The reason why this information is useful is because if you can react quickly enough, you can respond with a magic attack that can overtake your opponent's attack. Here's a chart of which attack you should use when you hear each word coming from your opponent:

Koei's new fighting game combines a standard fighting system with the long-range attacks of *Virtual On* and the unrestricted movement and complex areas of *Bushido Blade*. Fortunately, *Destrega* does not suffer from the hollow feel that often results when a game mashes together elements of other games. Developer Omega Force has integrated these elements in a way that makes sense, providing a surprisingly deep and satisfying fighting experience on a number of levels.



Press \triangle, \circ for a level 2 Power-Wide attack...



...or \circ, \triangle for a level 2 Wide-Power attack.

Opponent Says	Counterattack Using
"Til!" (Speed)	\circ (Wide)
"Asu!" (Power)	\square (Speed)
"Fo!" (Wide)	\triangle (Power)

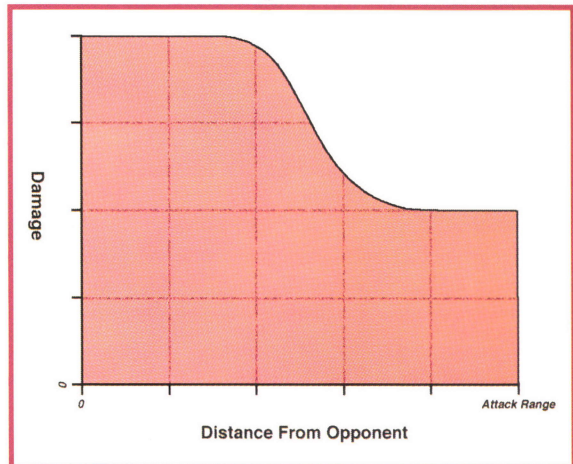



A few points you may have missed:

- When the other player gets knocked down, the amount of time it takes for them to get up is directly proportional to how much damage your attack inflicted. While lying on the ground, a character can still be damaged from magic attacks; however, the amount of damage received is very small. For this reason, it's not wise to attack a fallen opponent unless he or she has very little health left.
- It is possible to perform magic attacks at very close range. With your charge gauge maxed out, get in close to your opponent and jump. Notice that the gauge changes from red to blue as soon as you leave the ground. If you jump and press an attack button immediately afterward, your character will release a magic attack instead of a physical attack, even though you're basically still the same distance away. If you perform this technique with a magic attack that won't knock down your opponent, you can tack it in front of one of the combos discussed earlier for an even more devastating effect. Try it out with Kuga for some really big combos!



- Most magic attacks decrease in attack power as they travel greater distances to reach a faraway opponent. However, this relationship is not linear. Usually,



- Physical attacks on inclines are always sketchy. Needless to say, it's always easier to physically attack if you're situated below your enemy on a hill.
 - Any kind of attack will inflict 20% more damage if it strikes your opponent from behind.
- 





CHARACTERS

Here's a rundown of all the characters along with some useful details:

- The Physical Attack Rating gives the relative strength of that character's physical attacks. It was computed by taking the sum of the damage inflicted by all three of each character's physical attacks to both the front and back of an opponent.
- The Speed Rating gives the walking speed of each character. It was computed by measuring how long it took in seconds for each character to traverse a section of ground, so smaller numbers indicate faster speed.
- The Damage column in the Magic section shows how much damage one projectile inflicts for a given magic attack at maximum power.
- The Range column gives the relative travelling distance of a projectile before it disappears. 6 is roughly equivalent of the entire width of a battle area.
- The Special Properties column gives additional information about the given magic attack. If a magic attack is composed of only one projectile and doesn't behave in any special way, then nothing is listed. Note that all magic attacks described are assuming that the attack is performed from the ground. Some attacks change slightly when the player is in the air. Here's a quick glossary of some of the terms I'll be using in this section:

- Regular**..... Projectiles are emitted in an even and identical pattern every time the attack is performed.
- Random**..... Projectiles are emitted in a random pattern.
- Sequential**..... Projectiles are emitted one after another.
- Simultaneous**... Projectiles are emitted at the same time.
- Napalm**..... The attack begins with the projectiles in the air and arcs downward toward the ground. It continues toward the opponent after hitting the ground.
- Reflective**..... Projectiles will reflect off of any wall they run into.
- Arcing**..... Projectiles will change direction in mid-flight after covering a pre-set distance.

The above properties are in addition to the natural homing ability of each attack.



ROSEN

Physical Attack Rating—98
Speed Rating—4.8

Magic

Type	Damage	Range	Special Properties
□	24	4.5	arcing
△	35	2	
○	24	3.5	5 projectiles, regular, simultaneous, arcing



FALMA

Physical Attack Rating—104
Speed Rating—4.4

Magic

Type	Damage	Range	Special Properties
□	22	6	
△	36	3	napalm
○	22	4	3 projectiles, regular, simultaneous, reflective



DOIL

Physical Attack Rating—123
Speed Rating—4.75

Magic

Type	Damage	Range	Special Properties
□	24	5	
△	40	4.5	napalm
○	24	2	5 projectiles, regular, sequential



REUS

Physical Attack Rating—85
Speed Rating—4.0

Magic

Type	Damage	Range	Special Properties
□	18	6	
△	22	3.5	napalm
○	20	2.5	3 projectiles, random, sequential



KUGA

Physical Attack Rating—91
Speed Rating—4.4

Magic

Type	Damage	Range	Special Properties
□	6	6	3 projectiles, sequential
△	34	4	
○	20	4.5	3 projectiles, regular, simultaneous, arcing



GRAD

Physical Attack Rating—112
Speed Rating—4.8

Magic

Type	Damage	Range	Special Properties
□	20	6	
△	40	3	
○	24	3.5	3 projectiles, regular, simultaneous, arcing





Destrega



SEREA

Physical Attack Rating—91

Speed Rating—4.4

Magic ▽



Type	Damage	Range	Special Properties
□	8	6	2 projectiles, sequential
△	22	5	2 projectiles, sequential
○	22	5	3 projectiles, regular, simultaneous



ZAUBER

Physical Attack Rating—112

Speed Rating—4.4

Magic ▽



Type	Damage	Range	Special Properties
□	22	6	
△	38	3.5	
○	27	2	2 projectiles, regular, simultaneous, arcing



TEEM

Physical Attack Rating—104

Speed Rating—5.2

Magic ▽



Type	Damage	Range	Special Properties
□	20	6	damage doesn't decrease with distance
△	36	4	
○	28	1	covers limited area but usually hits multiple times



ANZEAL

Physical Attack Rating—85

Speed Rating—4.4

Magic ▽



Type	Damage	Range	Special Properties
□	16	6	
△	30	3.5	
○	20	4	4 projectiles, random, simultaneous, arcing, damage doesn't decrease with distance



MILENA

Physical Attack Rating—98

Speed Rating—3.9

Magic ▽



Type	Damage	Range	Special Properties
□	20	6	
△	34	3.5	
○	22	2	3 projectiles, regular, simultaneous, napalm



LAON

Physical Attack Rating—128

Speed Rating—5.5

Magic ▽



Type	Damage	Range	Special Properties
□	22	6	
△	42	3.5	
○	27	4	3 projectiles, regular, sequential, arcing

STORY MODE

Here's a chart of all the battles you'll face in Story Mode. Note that at certain places you'll have to complete two battles in a row before being able to save.

Battle	Characters	Save After Battle?
1	Grad vs. Relics	yes
2	Teem vs. Relics	yes
3	Grad vs. Relics	yes
4	Serea vs. Relics	yes
5	Anzeal vs. Relics	yes
6	Grad vs. Relics	no
7	Serea vs. Relics	yes
8	Teem vs. Relics	yes
9	Grad vs. Relics	yes
10	Serea vs. Relics	yes
11	Teem vs. Grad	yes
12	Kuga vs. Relics	yes
13	Serea vs. Milena	yes
14	Grad vs. Milena	yes
15	Serea vs. Relics	no
16	Serea vs. Relics	yes
17	Teem vs. Doil	yes
18	Grad vs. Relics type 2	no
19	Grad vs. Relics type 2	yes
20	Doil vs. Relics type 2	yes
21	Teem vs. Laon	yes
22	Milena vs. Zauber	yes
23	Grad vs. Zauber	yes
24	Grad vs. Falma	yes

ALTERNATE COSTUMES

To choose any character on the Player 1 side in his or her Player 2 colors, just select your fighter with the △ button at the character-select screen.

SECRET CHARACTERS

Whenever you finish the game in 1P mode with a particular character, you'll be able to access a secret character from Koei's previous PlayStation fighting game, *Dynasty Warriors*! At the character-select screen, highlight the fighter you used to beat the game and press **START** to choose that character's *Dynasty Warriors* alternate according to the following chart:

Destrega Character Used	Dynasty Warriors Character Accessed
Rohzen	Zhuge Liang
Fahlma	Zhou Yu
Doyle	Zhang Fei
Reyus	Lu Xun
Couger	Xiahou Dun
Gradd	Zhao Yun
Celia	Diao Chan
Tieme	Taishi Ci
Anjie	Xu Zhu
Milena	Sun Shang Xiang
Raone	Guan Yu
Zauber	Caocao

In addition, if you beat the 1P mode with Doyle and Raone, you can find two additional *Dynasty Warriors* characters by starting a game in 2P mode and having both characters choose Doyle or Raone with the **START** button. If both players choose Doyle, Player 1 will get Zhang Fei and Player 2 will get Dian Wei; if both choose Raone, Player 1 will get Guan Yu and Player 2 will get Lu Bu.



Welcome back! This is the second installment in our coverage of Lara's continuing saga. There's still a lot to go over, so let's get started!

by Anatole Brown



TOMB RAIDER

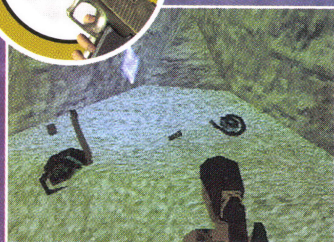
ADVENTURES OF LARA CROFT

III

Part 2



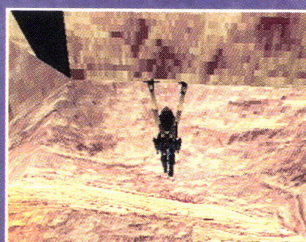
Nevada Desert



Watch for the two vultures and the snake in the grass. Make your way through the cave, then slide down backwards and grab the end of the first ledge. Shimmy to the right and drop down safely to the first secret area. Push the block out to exit.



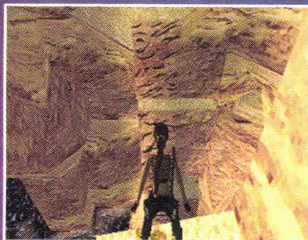
Move out to the high canyons. Duck—it's a stealth bomber! Jump to the right ledge and make your way around. Watch out for the snake in the bush!



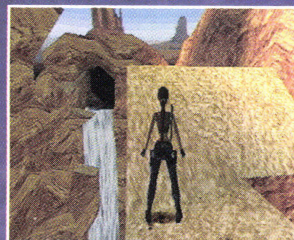
At the end of the path, jump on the sloping surface and slide down backwards to grab the ledge. Shimmy across and drop safely below. Do a long jump across to the jutting cliffs. Kill the snake, then dive into the long chute to the water below.



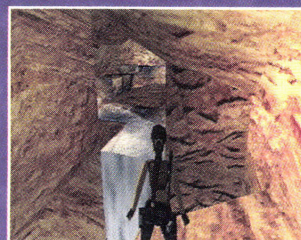
You'll arrive at an area between two canyon walls with a pool below. Jump into the pool for tons of items. Climb out of the water near the waterfall, then climb up and do a running jump to the other side. Now jump back to the other side and climb the wall.



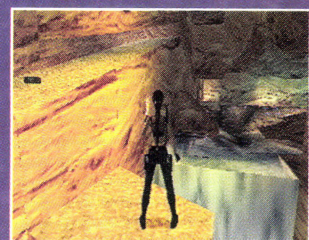
You'll end up where you started. Start hopping around the canyon walls by jumping to the right ledge. At the end, jump across the pool to the other side. You can climb the face of the wall down to a shimmy spot which leads you into the second secret area.



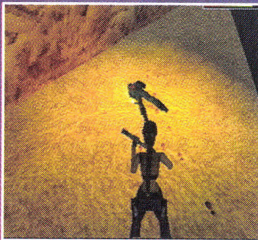
After facing the snake, you will see Stealth Bombers fly overhead. Right at that spot, you will see a sloping triangular rock face. Jump over it, slide down and quickly grab the ledge to shimmy across and hoist yourself up to the crystal.



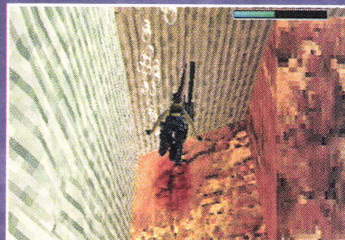
Drop down and grab the ledge directly below. Use the patterned ceiling above and monkey-bar your way toward the waterfalls. Climb to the top of the wall by the waterfall and do a backflip to the ledge behind.



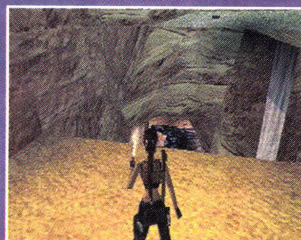
Now face left and jump over the sloped platform, sliding and jumping to the other side. Use the jutting platforms to get across the water and reach the patch of land ahead. Look for a small crawlspace that will lead you to the third secret.



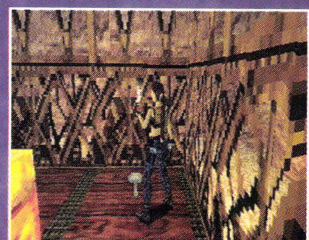
You'll see a giant machine ahead. Watch for the thug behind it and find the ladder to climb up. Follow the aqueduct to the other end.



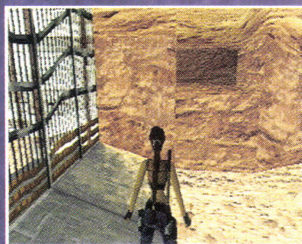
There are two levers in the pool. The lever to the right opens a gate directly across it to reveal rockets. The lever behind the rocks in the far corner opens the floor gate in the water. Enter the opened floor and pull the two levers inside, then you can follow the tunnel out to the surface. At the end of the hall is a lever.



You'll notice that a dry path is now available after the dam blocked off the flow of water. Follow the path, drop down and head to the big machine area. You'll find some items along the way, including rockets in a cove behind a waterfall.



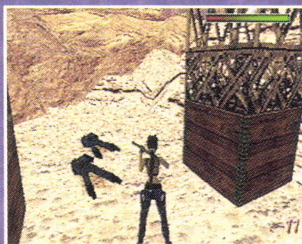
Find a path near the machine and follow it to the cage, which is now open. Kill the thug and grab the Detonator Switch, then head back to the canyons and detonate the TNT box. Be sure to jump quickly out of the boulder's way when you hit the explosives.



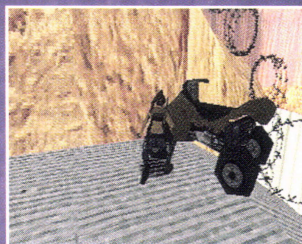
Climb up the debris and out to the high security compound. Follow the fence around to the right and crawl into the crawl space. Jump up and grab the ledge above instead of dropping below. Inside is a pool with two levers; pull them both.



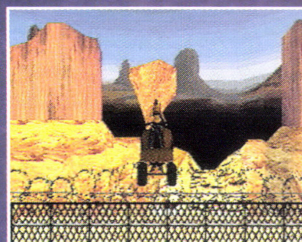
Now head back out to the fenced area and enter the cave to the left. Kill the snakes and enter the open door to flip a switch. Now head back to the crawlspace; this time, drop down to another crawl space that takes you to a tower.



Kill the guards, then climb up the tower and jump in the water. Climb out and do a running jump to land on the roof of the fenced-in building. Kill the guards and enter the warehouse to get on the dune buggy.

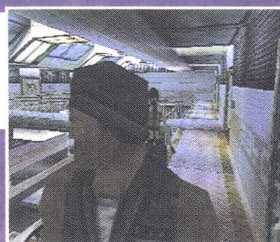


Use the dune buggy to ride up the big silver ramp to the roof. Grab the Generator Access Card from the roof and use it to open the room in the office.

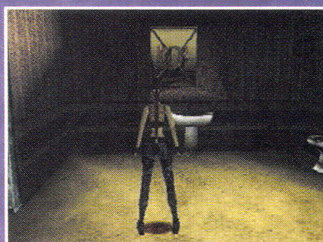


Hit the switch in the office to disable the electric fence. Now you can open the gate, ride through the cave, blast up the rock ramp and sail over the fence to finish the level!

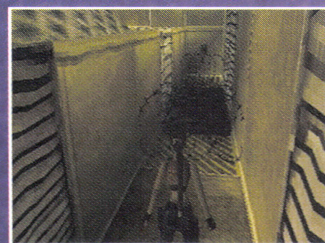
High Security Compound



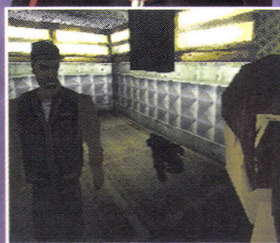
Lara finds herself in a holding cell once again, just like in *Tomb Raider II*. Trip the lasers by the window to let the guard in. Run out and open the other cells to let the other prisoners out; they will beat the guard down for you!



Find the far left cell with a passage behind the sink. Push the block once, then crawl through and push the revealed block twice. Go to the first block and pull it twice, then go back around to find the secret. Pull yourself up to a passage outside. Run and jump over the barbed wire pit.



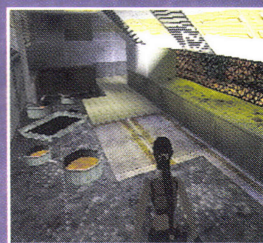
Use the walk button to get through the barbed wire at the end and hit the switch. The floor hatch will open, revealing a ladder. Don't go all the way down to the wire pit; instead, move to the left and drop down to a dark path. Follow the path around and you will drop down again to find a hatch.



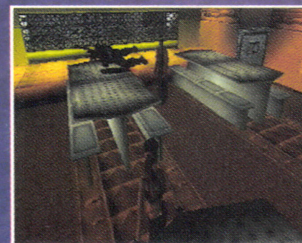
Hit the switch to open the door and let all the thugs in; they'll take care of the guard for you. The guard will leave a Keycard Type A. Use this keycard to open the gate. Head down the hall and make a left, then hit the switch and enter the bathroom.



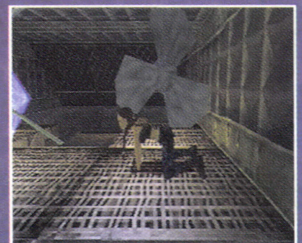
Go through the door at the end of the bathroom. You will enter an area with a few crates. Push and pull one of the crates around to gain access to the hole in the ceiling. Hit the switch at the end of the hall to fill the crate room with water; this allows you to swim through to the other hole you couldn't reach before.



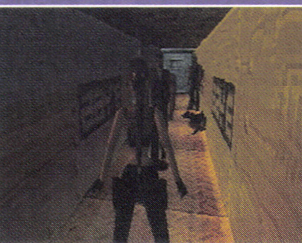
Jump over the hole below—the stove is on. Head down the path (over the barbed wire) and drop down into the room below. Hit the switch and the stove will turn off. Now head back and drop down to the stove top.



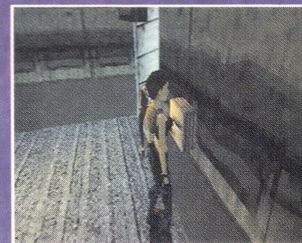
Hit the first button and a guard will come out. Head down the hall to the right and hit the switch there to let the thugs out. If you can get the guard to chase you into the cafeteria, the thugs will jump him. Head into the room where the guards came from and hit the switch to open the fan vents in the kitchen.



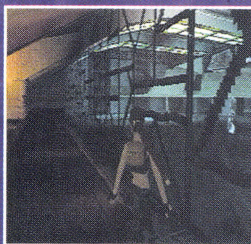
Be careful as you move past the fan blades. Jump across to grab the shimmy spot, move left, then drop down and jump across to the other side so Lara can stand safely. Climb up, crawl through and go up the ladder. A prisoner will open a hatch for you; drop in.



A guard will greet you at the top of the slope. Keep running to the right and fall into the floor. Open the holding cell doors and let some friendly thugs save you from the guard. The guard will leave behind Keycard Type B. Go back outside, use the keycard, enter the room and hit the switch to turn off the green lasers.



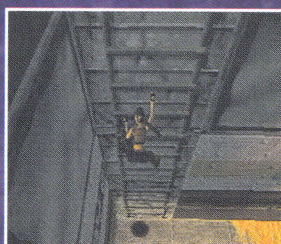
Now that the path is safe, head over to the ladder and go down. Make a left after the ladder and fall down into another area with holding cells. As before, release the prisoners so they can do their business. Grab the Yellow Security Pass from the dead guard, then head back out the hallway to an outside area with anti-aircraft guns. Insert the security pass to open the door.



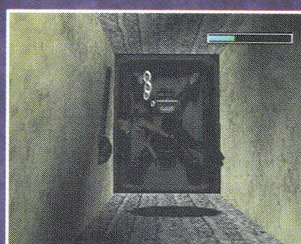
Make your way around the aircraft and down a yellow path. You can either take the crawl space and avoid the guard ahead, or—better yet—head down the slope and over the block to hit a laser switch. Watch the guard fry!



Go toward the satellite dish. Right before the dish, there is an opening to the left. Do a back flip into the opening. Find the switch that opens the dish, then dive into the hole and get out of the water. Hop around the perimeter to find a crawl space patterned with circuit boards. Crawl through and hit the switch, then go in the water and swim to another circuit board crawl space.



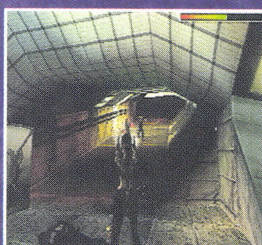
Go around the tower and up a ladder. Take the hall to another crawl-space. Grab the Yellow Security Pass at the end. Head down the ladder near the dirt-covered tunnel. You'll end up in a room with a huge window overlooking the water below. Insert the security pass.



Now you can enter the hole in the pool without getting sucked in by the fan. Grab the crystal and pull the lever at the end. Swim through, but be very careful of the yellow lasers that line the surface of the water at the other end. Jump into the next pool and head to the warehouse area.



Climb over the crates and hit the switch to open a door. The new room will have a bunch of weapons. It's time to rock! To find a secret, head back through the pools, go back to the tower and climb up the ladder on the wall. You'll see a guard; kill him and take Keycard Type B to open the door just ahead.



Head back out to the warehouse area and over to the back gate. Kill the guards and dogs, then climb up the ladder. Hit both of the switches. The conveyor belt will deliver a crate for you to climb up on.



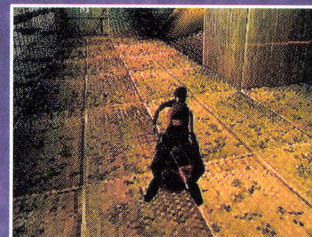
From the box, use the ceiling to get across to the stairs. Kill the guard and take the Yellow Security Pass. Get back to the warehouse and use the pass to gain access to the next area. Head into the storage space to the right of the truck. Kill some enemies—you'll find grenades amongst the crates—and enter the back of the truck to end the level.



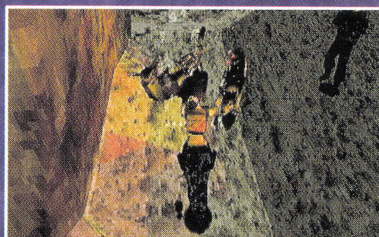
Area 51



Chase the guard around the hall and kill him before he hits the switch on the wall. You'll have access to an MP5 as long as he doesn't set off the lasers. Push the button and enter the crawl space.



Pull yourself up into a dark area. Stay low so you don't get fried by the revolving laser. At one end is a large health pack (if you're feeling brave). The other side is the way out. Release the prisoner in the next area and kill the guard before he activates the lasers. If the lasers are activated, you can use the crawl space to the right to get through.



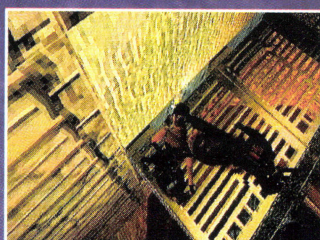
Head down the next hall and kill the guard. At the end of the hall is a switch which opens a hatch, dropping you down outside. Kill the guard with the laser-scope before he releases the dogs. Grab the items in this area and drop down into the middle section; there you'll find a lever that drops you down even lower. If you killed the guard above before he released the dogs, a secret crawl space will be available.



Crawl through the other space and enter a hall with a guard. There's a prisoner you can release on the other end. These prisoners aren't as strong as the previous guys, so don't expect too much help! Find the crawl space at the other end of the hall so you can bypass the trip lasers.



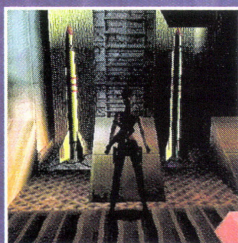
Kill the guard at the end of the hall and peek into the monitors to see others waiting. The middle door will close as you approach it. Be ready for the two guards that pop out of the side doors. Hit the switch and go through another crawl space, then go past the lasers and kill the oncoming guard.



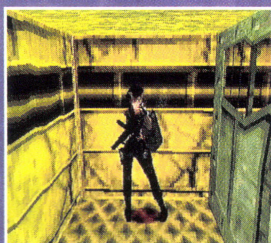
In the next area there's a guard up in the rafters. Shoot him down, then use the ladder to get to him and frisk his corpse for a Code Clearance Disk. Now go back down to the missile/warhead room. Jump over the green trip lasers and insert the disk into the computer; the missiles will lift. Oh yeah; there's also a secret wall you can shoot out with your guns on the platform near the consoles.



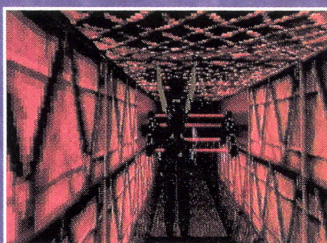
Tomb Raider III



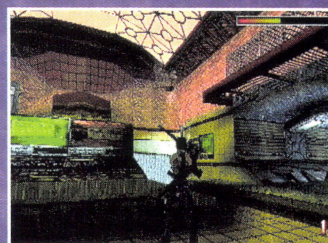
Climb up the large block, being careful not to get hit by the swinging crane. Jump onto the deck below and do a running jump to the ladder across. Climb and do a back flip to the surface behind you. Kill the guard up there, then go get his Hangar Access Key.



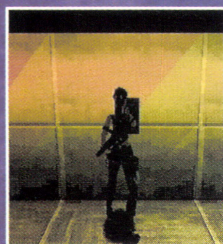
Go back to the silo area and go through the door. Keep going without dropping down in the hole. At the end is a hole for the Hangar Access Key. Use it and enter. Kill the guard and jump down near the monorail tracks. Climb the ladder at the left end and hit the switch to release a train.



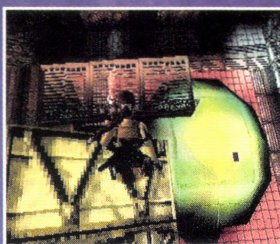
Get back down and crawl under the tracks to a ladder. Climb up, grab the items and jump on top of the train. Now look up; you'll see a ledge that you can hoist up to. Grab the ceiling above to avoid the falling floors. Quickly—but carefully—follow the revolving lasers and drop down at the end. Climb down the ladder, then jump across the tracks to the platform and eliminate the guard there.



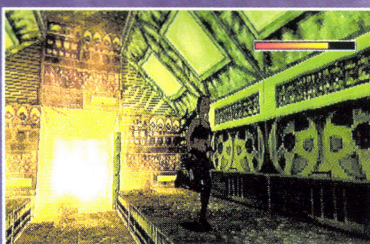
Kill the guard before he sets off the security system. There are two switches on the two opposing platforms. Get on the machine in the middle to jump to them. Each switch will open the two doors to the next room, but they are timed so you'll have to be quick. Each switch also sends out a guard; you may have to hit each switch twice in order to make it through before they close.



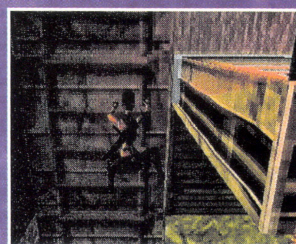
In the next room there are five switches. Turn them on in the following order from left to right: off, on, off, on and on. The door above will open. Head back to the UFO room.



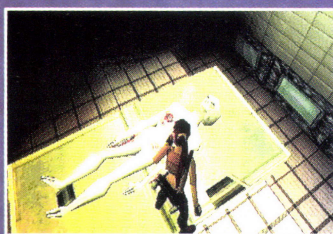
Hit the switch near the ladder, then climb and do a back flip to a surface behind. Jump around the perimeter of the room. The jutting ledges may be sloped but Lara can land on some of them. Drop down to the ledge below and jump onto the UFO to get the Launch Code Pass.



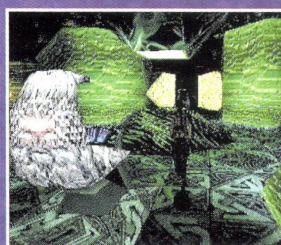
Now head back to the silo area. Go through the hall and into the hole that drops down. Enter the launch room and use the code pass. The glass plate will open, allowing you to push the button. Save the game here! Press the button, do a flip and run out the open door and down the hall before you get toasted! If you remember *Tomb Raider II*, you know that you gotta start moving even while you're watching a cut-scene!



Go back into the empty silo. The ladder now allows you to go all the way up to the top. Crawl through the laser-protected corridor and climb outside. Kill the guards and enter the room to the right. Kill the guard in there and grab his Code Clearance Disk. Next, hit the switch and head back to the UFO room.



Enter the control room by the UFO and use the code disk. Check out the alien autopsy (real or fake?) and grab some items. Keep heading out to the whale aquarium, grab some items and say "hi" to the crucified alien. The entrance to the secret aquarium is up in the rafters above the UFO. Instead of dropping down to the platform above the UFO, run and jump to the open path in the wall and avoid the lasers.



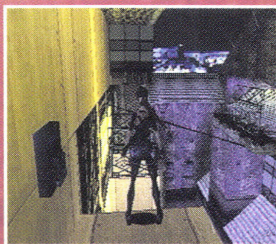
Now get back to the UFO and enter it from the bottom. Go up to the next level of the craft and kill the guards. Grab Element 115 in the center console and the level ends!



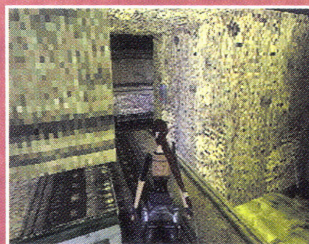
Thames Wharf



Right at the start, jump over the roof and into an area below. Grab the items, climb over the wall and jump onto the crane. Follow it to the end and jump to the right. If you drop down now, you'll see a hole near the barbed wire below. Enter the hole for a secret—but watch for the rats!



Head back to the starting point and drop down to the steel platform towards the crane. Drop, grab the edge, then drop below and immediately jump and grab the other side. Push the button to raise the platform on the other building.



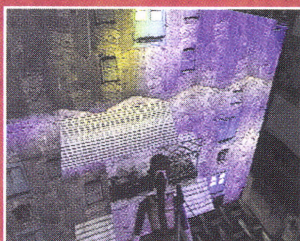
Make like a monkey and swing across to drop down on the block. Grab the bar and zip across to the other side. Quickly grab the edge and drop down below to grab a shimmy spot. Move to the left and climb up onto the platform you raised earlier. Kill the guard and hit the switch.



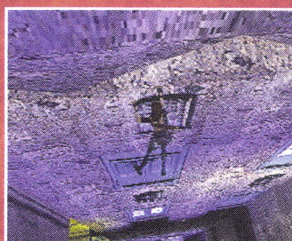
Enter the dark room and hop over the falling platform to the other side. Kill the rats and head around the corridor to kill a guard. Grab the Flue Room Key from his body. Start going down into the dark void below by jumping and dropping down onto the platforms. At the bottom, grab the crystal and hit the switch near the ladder.



Back outside, drop down to the platform below. Look up above the green door; there's an opening! Jump up, grab the opening and shimmy to the right. There are secret items in three holes. Go back to the platform and find the crawl space above. Climb through to the other side and push the button on the block.



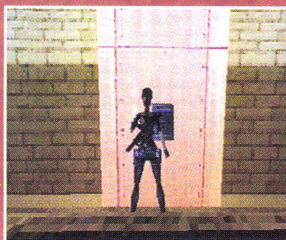
Crawl back to the other side and drop down to the ground below. Kill the guard with the laser scope and grab the save crystal. Climb the blocks up to the platform and use the ladder to go back up to the top (the starting point). Drop down to the platform right next to the bridge. From there, do a long jump to the other building.



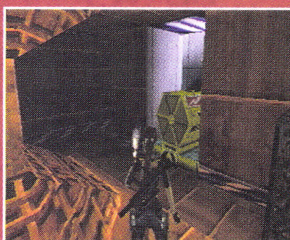
Grab the wall and start shimmying across to the right. Climb up into the upper level, do a jump to the other building, then push the switch that you exposed earlier. The scaffolding will now be raised so you can access the hole for the Flue Room Key. Watch the flames as you head out.



Head back to the previous spot and take the lower path to the hole where the flames used to be. You'll find a secret area if you jump up to the area just above the hole. Enter the hole and out to the scaffolding side again. Jump across to the hole on the other side and make your way into the next puzzle set!



Push the switch to fill the second tank down the hall with water. Enter that tank and pull the underwater lever to open a floor hatch in the first tank. Climb out, hit the switch outside again and enter the first tank to enter the opened hatch. The swinging blades are now relaxed because you reversed the flow with the switch outside.



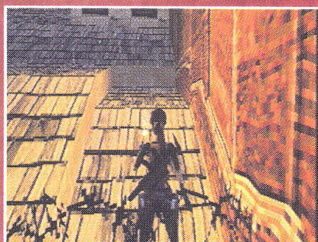
Climb down into a dark room. There's a strange vehicle with electric blades running loose. Grab the steel mesh crate and pull it out. Push and pull it around to the right side of the fuse box while dodging the vehicle. The vehicle will have no place to go and crash into the fuse box and short out!



Head back into the main room and hit the exposed switch plus the first coverless switch. Dive in the second pool and swim to the entrance that leads to the third pool. Kill the guard and hit the switch to uncover the next switch in the main room. Use the monkey bar action above the steel platform since now the water is gone from the third tank. You'll end up in the second tank.



Hit the uncovered switch to fill up tank three. Enter the opened hatch in tank three and swim all the way through the tunnel to a large pool. Find a small opening and climb out, then take out the guard and climb the ladder.

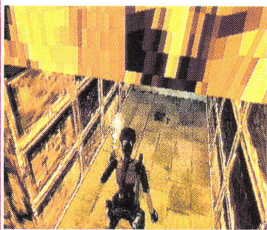


Don't be intimidated by the barbed wire; just use the walk button to get to the steel platform and hoist yourself up. Now jump to the other barbed wire area—don't worry, you'll grab the ledge and slowly pull yourself up. Jump up to the roof and head for the steeple.

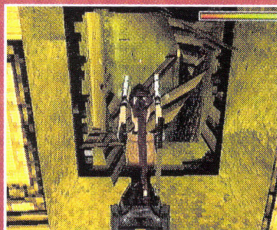


Eliminate the guards by the steeple and enter it. There's a stone column in the center that can be pulled out. Climb up the block to the roof, jump across to the right and find the secret Cathedral Key. Get back to the steeple area. The exit for this level is on the other side of the steeple, through the parted fence. Instead, head to the left of the parted fence and climb down to another secret area before exiting.

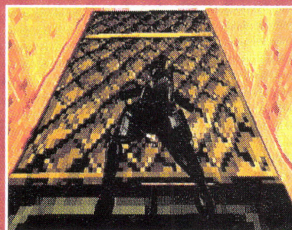
Aldwych



This is a pretty lengthy level, so hang in there! As soon as the level starts, Lara will be falling. Make sure you have the X button held down so you can grab the ledge below. Grab the items and drop into the water.



Down the hall you'll see a boarded-up window on the right which you can shoot through. Grab the crystal and head up the wall. You'll be up in the roof area with a lot of items. Kill the thug, then go around to the back and pull the stone block out once.



Drop down to the ticketing area and defeat the torch-wielding thug. Hop to the next ticketing machine, then jump up to the block you just pulled out and start climbing. Climb down the next hole and you'll be behind the token booth, where you will find the Maintenance Key.

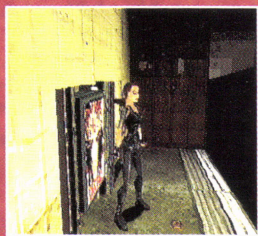


Now head down the escalators on the right side. At the bottom of the escalator, jump across to the big mud pile and onto the train platform. Do not enter the tunnels or Lara will be nailed by a train, just like that lady in the *Banned from Television* video! Use the Maintenance Key and enter. Grab some items and turn on the lights.

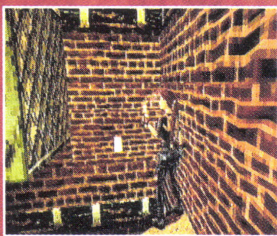


Tomb Raider III

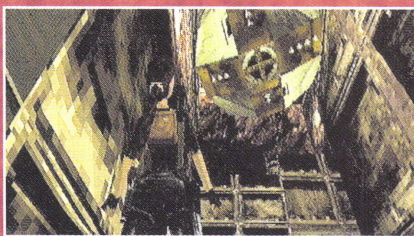
PlayStation strategy



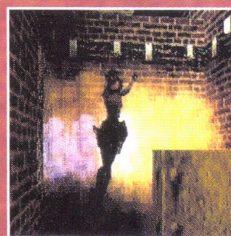
Go back out to the platform and find the Old Penny that's near the lit-up poster. Now jump into the pit right before the escalator to enter the subway tunnel. Head to the side with the white light. There's a doorway to the right. Dash in there before you get smacked by the train.



Enter the storage room with the crates and take care of the enemies in there. Climb up and jump across to the other crates to find a square opening with a switch between the crates. Hit the switch to turn on a light, then head up and jump up to the wall; you can climb up. Use the steel ceiling above to get across to the other side.



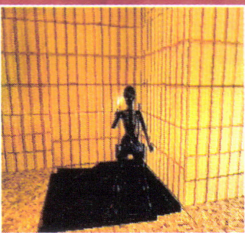
Now for the tricky part. Save your game here, 'cause it'll take some practice to avoid the giant grinder! Slide down the slope backwards and grab the edge. Drop down to the brittle platform and immediately do a left side jump. When you slide down to the edge, jump and grab the platform across. The platform will break and drop you down. Let yourself fall and grab the edge below. On the sloped platform, hoist up and do a back flip to the platform behind. Whew! There's a secret area in the pit just below.



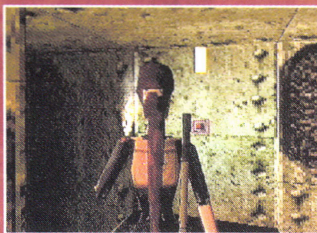
Start heading back up! Climb the grated wall and time your moves to avoid getting burned by the spewing flames. Head up the next grated wall and do a back flip onto the platform behind to hit the switch that opens the hatch in the crate room.



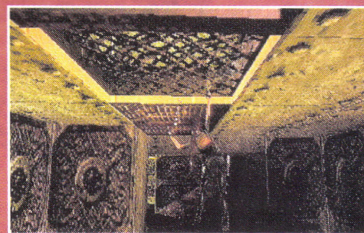
Head back up to the grinder area and you'll see that you can now walk across on top of the grinder. You will find Solomon's Key on the other side. Now head back to the crates and enter the newly opened hatch.



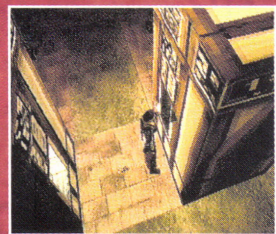
In the next area there's a couple of closed doors and stairs. Find the collapsible floor and drop down. Pull the block and climb back out. Drop down into the open hole. Go down the hall and go through the crawl space.



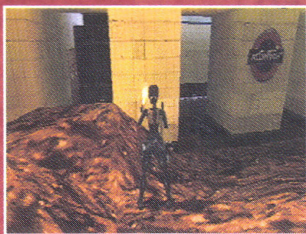
There are two buttons here and three doors in the pool room around the corner. Hit the button on the right and sprint around the corner to the farthest door. These doors are timed, so it'll take some practice to make it through. Press the switch inside and take the hallway back around to the buttons.



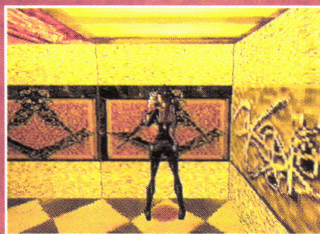
Hit the button on the right again and now sprint to the middle door. Climb up the opened hatch and hit the switch in there. Now go back out and push the left button and sprint to the left side door. You can now jump up and grab the ceiling to get across and grab Solomon's Key. Now jump in the pool and head back to the ticketing area.



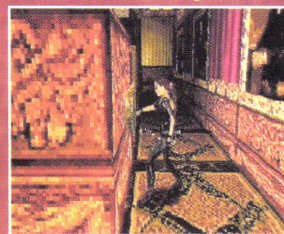
Find the ticketing machine without a glass covering. Insert the Old Penny and a ticket will drop to the floor. Now go down the left set of escalators. Head all the way down to the end and you'll see another boarded-up window that you shoot for secrets. Climb out and go out to the platform.



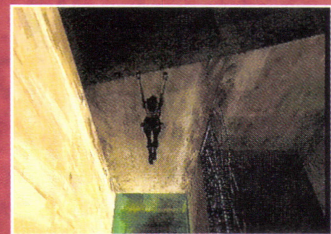
Jump down to the train tracks and start heading to the red lighted area to the right. Use the sprint button and pull out your guns to shoot the thug. Follow him into an open door before you get decked by the oncoming train. Hit the switch inside and go out to the first door for a crystal. Now enter the last door and press the button.



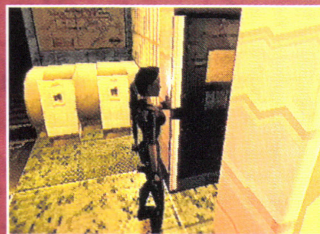
Here's a little puzzle. Go to the far back corner; you'll see two buttons on each side. Push the one on the right. Go toward the door you came in; to the left is another switch you should push. A new area with two buttons is opened to the right when you stand with your back to the entrance. Hit the button to the left and start heading around the dark hallway you opened.



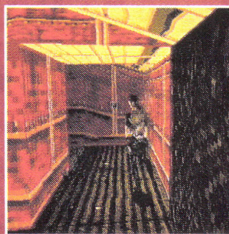
You'll see some paintings that lead the way to a large gallery. You can jump in the red curtain above the falling platform to get an Ornate Star. Use the two Solomon's Keys in the podiums to open the door with the two swords. Go in the door—while watching for the falling floor—and grab the Masonic Mallet.



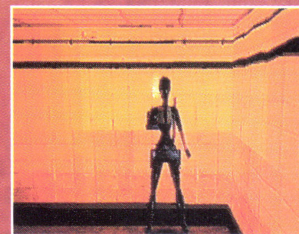
Head into the opened room and jump into the corner of water. Swim to the other side and you'll reach another pool. Climb out and jump off the big block to grab the shimmy spot. Crawl through and grab the grating above, then place the Ticket in the ticket gate. Kill the thug, then use the Ornate Key to enter the booth and climb up the hole for secrets.



Go back into the burning room, head down the escalator and break the bar on the door with the Masonic Mallet. Push the button and hop up to the level above for a secret. Drop down into the blue hallway and go all the way down to the next subway platform. There's an item in the far mud pile and another atop the train.



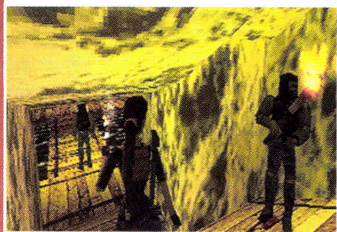
Go back to the hall and drop down the hole. Crawl through and enter the train. Push the button inside, then exit the train through the opened hatch. You'll end up in a hallway with some more thugs.



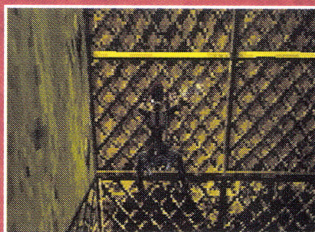
The slope leads to the level exit, but right before it is a room with two switches. Hit both of them, then go back through the train and into the station, where you'll find an open door with more secrets. Hit the switch in there to open a train door in the new room and make your way back to the slope to exit.



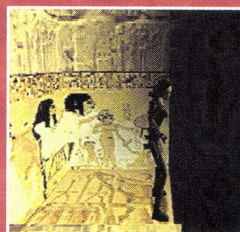
Lud's Gate



Don't shoot the thugs in this level! They're here to show you the way. Follow one of them down to two doors. The one on the left is a trap, but it does contain the first secret; just jump up to the ledge above before you get spiked and shimmy to the right. The right door is safer and takes you directly to the climbing wall.



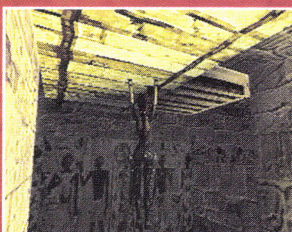
There are two platforms behind you as you climb up. The wall is marked with two lines. At the first line do a back flip, then flip around and grab the ledge for the secret. At the second line, do a back flip to access the crystal. Now get back on the wall and climb up, then crawl through and jump up into the hole above.



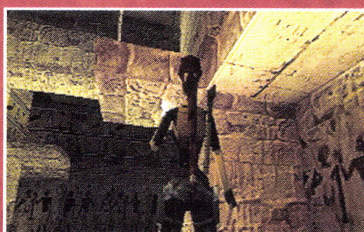
You will find yourself in a room with a block that's covered in hieroglyphics. Pull the block out, then push it to the other end. The large stone wall will come down in the hall to reveal a huge puzzle room.



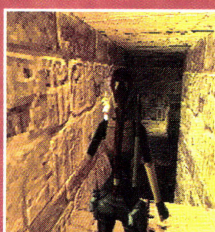
Enter the structure by climbing up the blocks and up the ladder. Push the block inside once. Climb out and run across to grab the big block. Turn around and get up into the crawl space to get back in the first room. Move the first block again to its original position.



Go back in the puzzle room and grab the monkey bars to get to the switch in the corner.



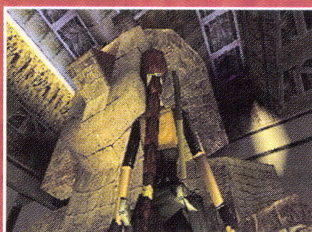
Climb up the blocks again and use the platform to get to the switch. The switch will add another section to the climbing wall so you can go all the way up. Get to the top and make your way around the room by jumping from platform to platform.



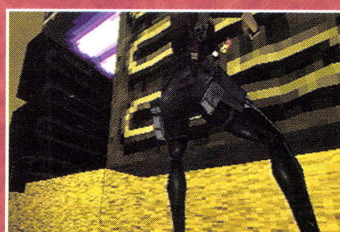
Slide down the sloped ramp and jump at the end to grab the other side. Enter the area that you opened by pulling the block earlier.



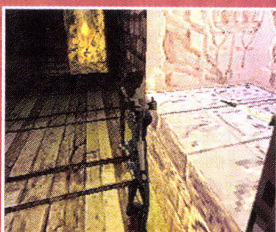
Jump on the breaking platform ahead, then quickly jump and grab the ledge on the other side. You've finally found the Embalming Fluid for that weird "King of the Underground" dude! Crawl through and drop down into a hall with guards.



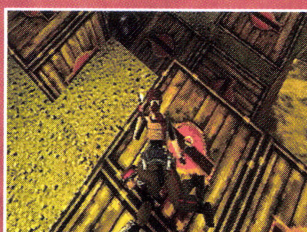
Find the crawl space in the dark corner and go through. Kill the guard and drop into the hole. Grab the ceiling and make your way over the sphinx. As soon as the camera angle changes to the "far" view, let go and drop down. Jump to the platform under the triangular portion of the ceiling, grab the item, jump to the podium, then to the sloped platform, slide and grab the ledge to the secret. Jump to the sphinx and get down. What happened to his nose?



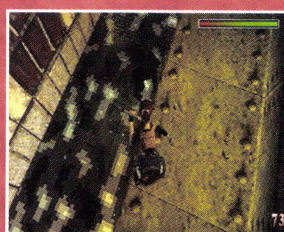
Go up the stairs and get up to the ledge. Look for the secret crawl space across the way. Pull the block out and use it to climb up. Go down the hall and you'll end up between two blocks. Push the first one out of the way and pull the second block twice.



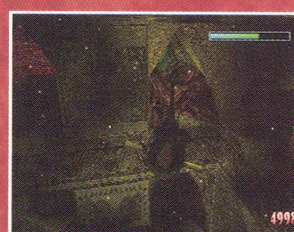
Back to the thugs' lair. Go up to the throne area and place the Embalming Fluid on the pinkish altar with Egyptian symbols. Fall into the opened hole and into the water. Get on the scuba vehicle. There's a breathing hole and a ton of items down here. After you stock up, move on until you surface from the deep.



Get out of the water and dive into the next pool. Pull the underwater lever, swim up the opened hatch, then get out and hit the switch. Dive back in and swim through the new hatch. Come out to the crates and you'll see the diver run away. Kill the guard and grab the Boiler Room Key. (Sound familiar, *TRII* fans?) There's a secret hole in the dark waters.



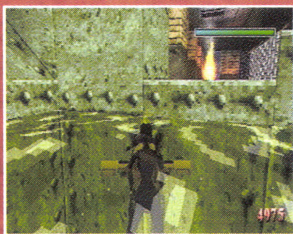
The narrow strip of water near the dead guard is where the scuba dude is. Dive down and lure him out to the surface and blast him. Do the same for the crocodile swimming past the tunnel. Get on the scuba vehicle and attack this next complex puzzle.



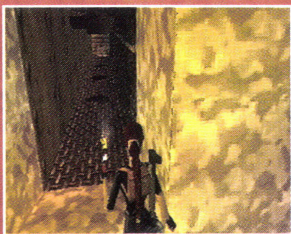
The next area has a two-floor structure with different colored windows. Enter the yellow colored opening next to the one with the vehicle and the dead guy to establish the breathing hole. Swim down and pull the lever down on the first floor. Get some air, then go through the green window and pull the lever in there.



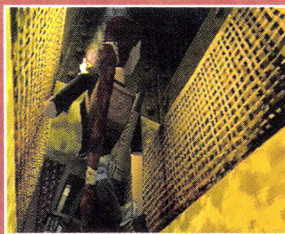
Tomb Raider III



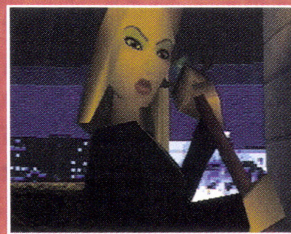
Go through the hatch in the red window and pull the lever in there. A bunch of divers will appear. Use your cool vehicle's harpoon gun and kill 'em all. Go down and through the opened tunnel and come out to the flaming platforms. Pull the underwater lever and get across.



Standard stuff here; just avoid the piston. Grab the ceiling and go across to the hole behind the sheet of water. Use the Boiler Room Key and enter the door. Hit the switch, get back in the water to enter the last red window and go up the tunnel.

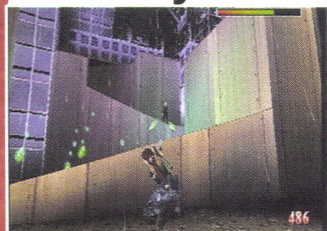


Almost there! Jump across while avoiding the swinging pendulums to the other side. Nail some baddies in the hall, then look up and climb up to the next level.

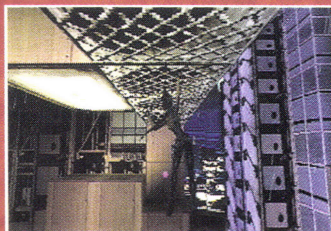


Do a long jump to the opening of the other building, then drop down and grab the ledge. Crawl through, then jump to the other crawl space and end the level. Are Sophia and Lara related, or do all of the girls in the *Tomb Raider* world look like that?

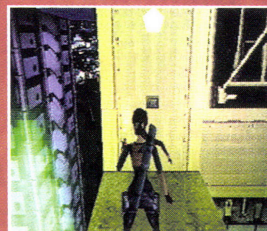
The City



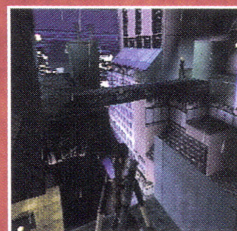
Get out of the office and into the cold. Sophia is blasting her magic wand at you from the rooftops. Keep moving at all costs and make sure you have some health packs. There's no way you can kill her with your weapons, so don't even try. The main mission is to start heading up to where she is.



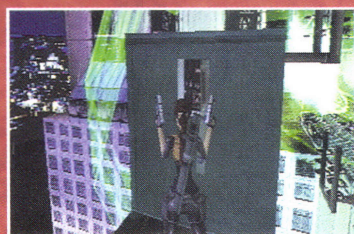
Go up the ramp and up on the block to grab the bottom of the bridge. Make your way across quickly before she starts firing again. Turn around and get up over the bridge. Climb over the block to your left and grab the left edge. Shimmy across and grab the lower spot to get the secret items.



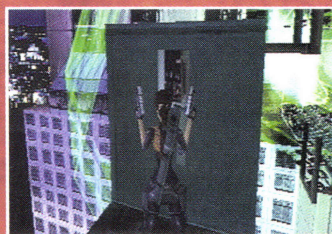
You'll start from the bottom. Work your way up and push the switch at the far end this time. Now you can climb up the ledge.



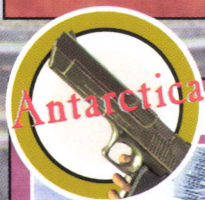
There's a health pack through that crawl space. Jump up over the crawl space and jump to the other side.



It's time to shoot the fuse box and fry Sophia for good. Use the platform just to the right of the bridge to jump to the other side without being electrocuted.



Climb over the block and hit the switch to turn off the power. Grab the Eye of Isis and you're done!



Antarctica



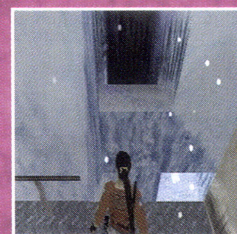
It's mighty cold in these parts, especially when you dive in the water. Lara's hypothermia meter will tell you how long she has before she dies in the water—and it's not long! Make your way down the right side and all the way to the back by jumping and swimming. You'll reach a spot where you can grab the ceiling and drop down onto the back end of the ship.



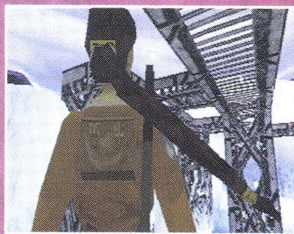
Drop into the ship and kill the lame dudes inside. There's a lever behind the generator that opens a hatch in the floor in front. Drop down and head down the hall, pushing the button to enter the next area.



Go down the hole and make your way to a switch that'll drop the lifeboat outside. Head back to where you first entered the boat and climb up to the next level in the room near the generator.



Go out to the front of the ship and go around the deck on the side facing the glacier wall. You'll find a spot where you can jump into the secret cave. Now drop down the front of the ship and get on the yellow boat.



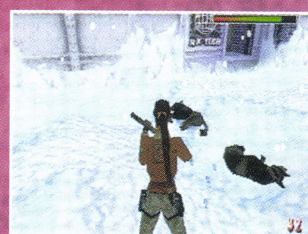
Head down the water path and stop when you see an opening to the left. There's a secret area in there. Get back on and keep going until you come to a hut and a guard. Kill him and look up to see the rafters above; you can use them to get across.



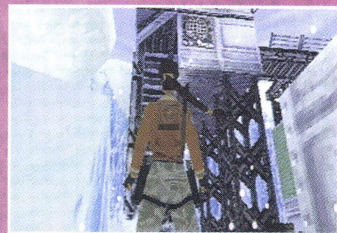
Kill the wolves and the guard in the next area. Enter the dark tunnel and kill even more. When you come out of the tunnel you'll see a building with the RX-Tech logo. Push the button on the wall and head to the hole in the ground with the pipe sticking out of it.



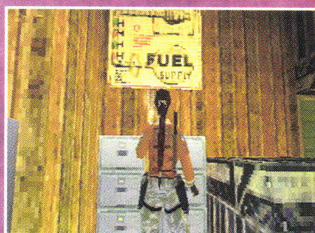
Jump down into the hole. Ignore the valves for now. Keep going to the end and climb out. Once outside, head through the tunnel and you'll see a fenced-in building with dogs running around. Push the button on the fence.



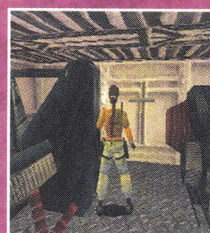
Cross the bridge. There's a wolf in the pit with some items if you drop down. Now go through the cave near the hole with the pipe sticking out. Enter the next building—watch out for the slamming doors. In the building, push the button to open a new area and grab the crowbar.



Go back through the dark tunnel and climb up the rafters by the RX-Tech logo above. Hit the switch and use the crowbar to open the door. Make sure you pick the crowbar up again, 'cause you'll drop it! Grab the ceiling and go across. Drop into the hatch.



Look at the wall; you'll see a poster that tells you the order in which to turn the valves in the pit you were in earlier. Hit the switch and go outside. Go in the hole with the pipe. From left to right, turn the second and fourth valves.



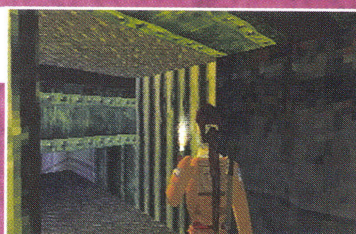
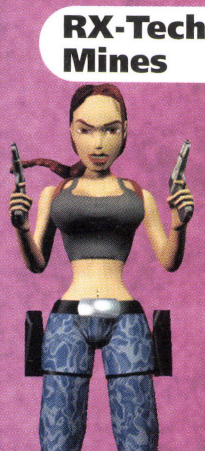
Drop the lever by the generator; now all of the doors that are next to the switches you hit will be open.



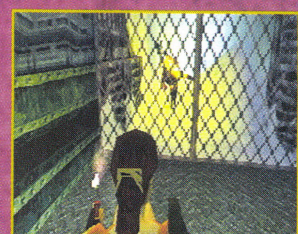
Go back to the fenced building with the dogs and enter. Grab the Gate Control Key inside. Now go all the way back to the hut by your lifeboat. Use the crowbar to get in. Kill the dude and use the key to open the gate.



Drive the boat through the gate and stop right here. Dive into the underwater hole to the right and grab the Hut Key. If you head back to that hut at the beginning of the level, you'll be able to open it and find secrets. Otherwise, you can just keep going until you get to the hut at the end. Walk around the back of the hut and the level ends.



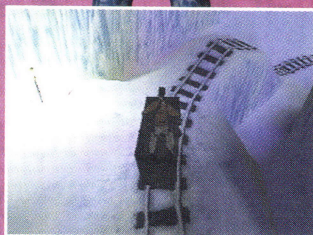
Look up the wall and you'll see a spot that you can climb into. It may seem like there isn't an exit through the next set of halls, but there is. As you make your way around the halls, you will hear doors open and close behind you. When you hear a door close and the door behind you is still open, backtrack down the hallway and you'll see the crawl space.



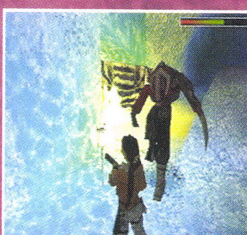
Get down into a caged area and you'll see a guy torch some hapless deformed creatures. Hit the switch and go through the opened hatch. Kill the flamethrower dude and head out to the mine cart area.



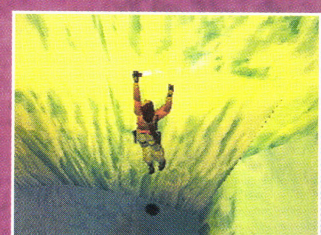
Head up the ramp and enter the room and hit the light switch. Watch out for the *Resident Evil*-ish zombie guy. He'll spew yellow poison, like the green reptiles we saw earlier in Madubu Gorge. There's a secret if you go up to the roof and hang on the ledge, then do a back-flip/turn-around/grab to the little hole above.



The best order in which to handle the three mine carts is to start with the one on the middle tier. Get in and get ready to work the brake (□ button) to keep your cart from going out of control—but don't overdo it because you'll need momentum to make it over the gaps. Use the × button to hit the switch with the wrench so you can get off.



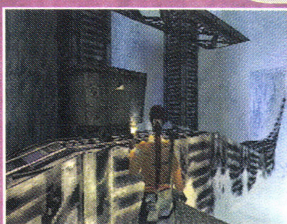
Kill the weirdo and crawl through. Face backwards and slide down the slope; if you grab the edge to drop down, you won't take as much damage. A giant beast will come attacking, so don't drop your guard! Hang on the ledge, drop down, then shimmy to the left and go through the pass.



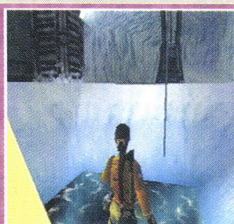
Kill the enemies and climb up the bridge to grab the crowbar. Jump around the perimeter of the room. There is a hard-to-see shimmy ledge that will take you to that green opening in the wall. Throw the switch in there to open the secret area. Now go to the ladder and climb up.



Go past the giant ice-cutters, being careful not to get mowed down. Now get back to the mine cart and keep going. Make sure you hit the switch to change tracks. Back at the main area, head around the corner and use the crowbar to smash the bar across the door. Enter to grab the Lead Acid Battery. Go back to the first secret hole to access the second area you opened earlier.



Get on the cart at the bottom floor. Get off at the next stop, go down the corridor and hit the switch. Kill the sick man, go under the pass and collect items. Next, get out, go up the ladder and hit the switch at the end of the hall.

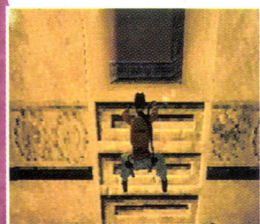


After killing the monster, you'll see a crane. Dive in the water by the crane and grab the Winch Starter. Get out, go down the corridor, jump over the hole and get back to the cart. Use the duck button so Lara doesn't get bashed by the banisters.

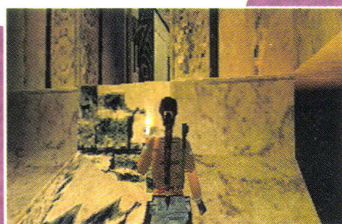


Next you'll come to another giant crane. Use the battery and the starter on the crane. Dive down deep into the pool. You gotta be very quick to swim through and go up the green shaft. Cross the bridge and kill the guy on the other side. There's a secret in a nook in the pit below. Go to the building, press the switch and go inside. This level is done!

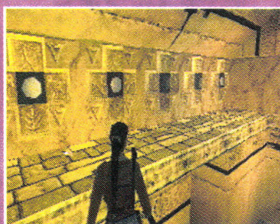
The Lost City of Tinnos



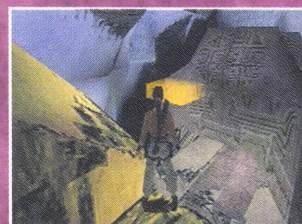
Look for the ladder, then climb it and pull the lever. You can jump to the crystal on the platform across the way through one of the windows. Now head down and go through the open doors to grab the Uli Key.



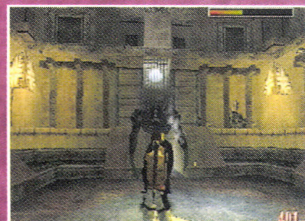
Use the Uli Key by the gate and enter. Climb the wall and you will see another window. Drop through the window and hit the lever on the ledge. Climb back in the window, slide down the long slope and pull the lever in the next room. Now a ladder has become available downstairs.



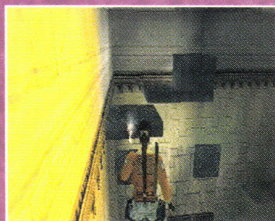
Head to the door in the corner of the room and climb up the newly formed ladder. You will see a series of wall switches. Push them in the following order from left to right: on, on, leave off, leave off, then on. A gate will be opened.



Giant mosquito-like monsters will come and sting you. The bridge is broken, so you'll have to jump to the left where the crystal is and jump to the other platforms. There are invisible platforms above that'll take you to a secret. Use your flares to light them up.



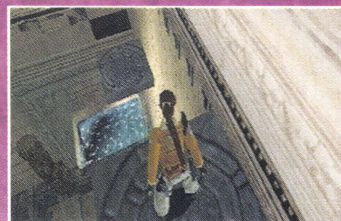
Get down to the other broken half of the bridge and kill the monsters ahead. Go past the swinging torches and pull the lever in the corridor. Enter the gate; now it's time to battle three of those beasts you saw in the RX-Tech Mines. Use your most powerful weapon. Enter the cage next to a big block to pull the lever.



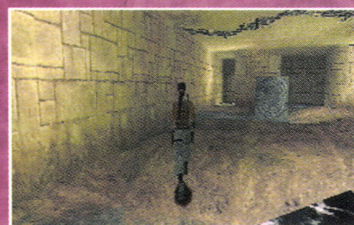
Use the block to climb up. Crawl through into the next area. The best way to tackle this puzzle is to first drop down onto the platform below. Make your way to the platform with the block on it. Go into the crawl space and pull the lever in there.



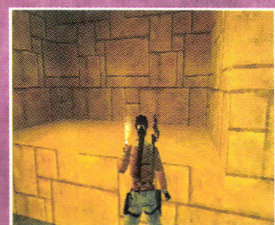
Go across to the next platform with a crawl space and pull the lever in there. Go back to the platform with the block and you'll see a new platform down under. Jump down to it. Go down to the floor and throw the switch near the ground.



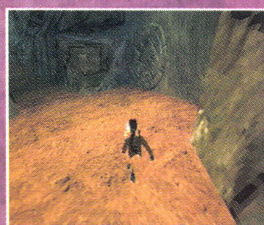
Go up to the new platform and pull the switch. You'll drop down to the lower platform. Make your way to the very first lever in the crawl space and pull it again. Go to the platform jutting from the middle of the wall. Stand right in the middle of the platform and do a single jump to the platform under the ledge.



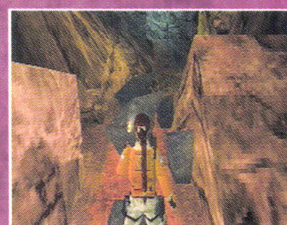
Grab the ceiling and go across to pull the lever. Now make your way to the lever over the blocks on the first platform you dropped down to. Hit the lever and drop down to the ground. You'll have to run into the next room, climb the ladder in the left corner, hit the lever, go through the gate, run up the stairs and down the left side of the bridge to the door below for the secret. The lever is timed, so you'll have to be faster than lightning!



Go back down the ladder and grab the Uli Key in the corner of the room. There are four sets of puzzles around the shafts of light: Earth Room, Wind Room, Water Room and Fire Room. Each doorway is marked with its symbol. You can go in any order you want. We'll start with the Earth Room (the one with the mountain symbol).



Go all the way down to the far right and hoist yourself up near the next opening. Jump over to the block with the mountain symbol and throw the switch in there. A block will drop in the hall near the bridge outside; you can push this block to get to the secret. Now head past the swinging torches and grab the first Oceanic Mask.

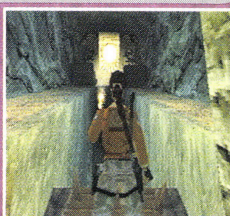


The whole place is rockin' and rollin', but you've gotta keep your cool. The earthquake will never throw you off a platform; just watch out for the falling rocks! You'll see that the whole room is now messed up. Make your way back to the room entrance by jumping from cliff to cliff. Go up the ladder by the exit to pull the lever above, then go back down and exit.

Tomb Raider III



Now let's try the Wind Room (the one with the cloud symbol). This room is a maze, but we'll get you out of this quickly. Take a left and take the hall around. Then take a right and a quick left. At the split, take the right path, then do a quick left. Take a right when you see the crystal wall, then a quick left. Go all the way down and take a right; you're out when you see the torches!



Take the left slope up. Jump from left to right and back as the spiked rollers come down. Grab the second Oceanic Mask at the top. Go through the open door, swim through and you're out of the Wind Room.



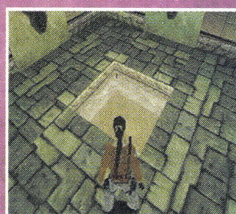
Now for the Water Room (the one with the waves symbol). Drop down into the water and swim up to the rotating blade with the four openings behind it. Go to the left opening and pull the switch to get some air. Now head out and go to the right opening. Swim into the next area and immediately come up for air.



Swim under one of the blades to the patterned wall and pull the lever in there. Swim under the opposite blade and to the next Oceanic Mask. Go back under the first blade and swim all the way back to the original rotating blade. Go up the bottom hole, hit the lever and you're out.



Now for the final Fire Room. Climb up onto the block and the camera angle will switch to the map above you. Study the map (or look at this photo) to see what podiums won't catch on fire. You'll need to jump on the podium with the health pack, but just be quick before it catches fire.

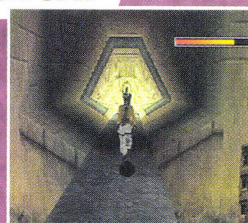


Jump across the invisible platforms past the fire-breathing dragons. At the last podium, immediately jump to the right and hit the lever. Grab the Mask and head out to the main room with the shaft of light and place the masks. Take the Uli Key and place it in the hole near the switch and gate. Jump into the hole where the shaft of light used to be.

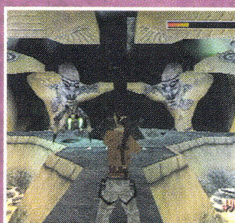
Meteorite Cavern



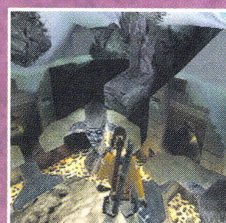
Aaah! It's an ugly spider with a man's head! Here's your last mission, brave soldier! Use your Rocket Launcher to fire at the spider until he passes out for a little while. (Hope you didn't use it all up! Veteran gamers should know to save the most powerful weapon for the last!)



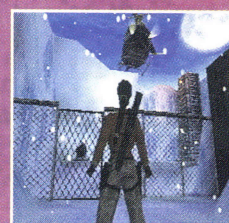
When he passes out, run to a relic and grab it before he wakes up. Use the Sprint button and the flip button. Make sure you cross that line and get back to the center ring before he wakes up because he will fire a projectile if he catches you behind the line. Save the game every time you grab a relic!



When all the relics are taken, a huge meteor will fall into the center. The spider is now vulnerable, so take him out for good! After it's dead, climb up the ladder all the way to the top; you can climb on the face, too. If you look up, you'll see that you can grab the ceiling to get across.



Jump to the jutting ledge way up on top to exit outside. Go down the slope and you'll face some flamethrowers. Kill them all and hit the switch.

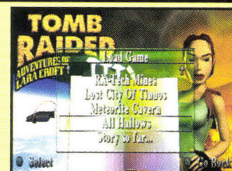


Go down the narrow alley and head toward the gate and helicopter. Congratulations—you have another *Tomb Raider* adventure under your belt!

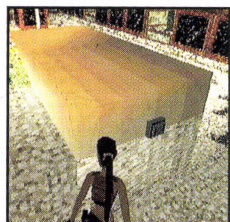
All Hallows

All Hallows is a bonus level that will appear if you manage to find all of

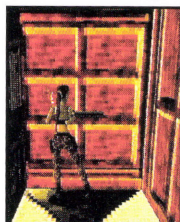
the 59 secrets in the game. We decided to let you play it on your own; heck, you deserve it if you got all the secrets! If you're good enough to get this far, you'll find that it's really easy; it's a relatively short level with no big surprises. Enjoy!



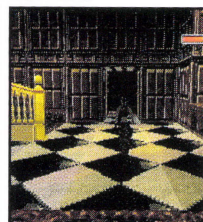
Secret Room in Lara's Home



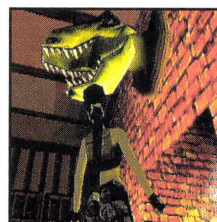
To find a secret little room in Lara's mansion, go behind the diving board and push the button you find there.



A door will open up near the stairway in the main hall. There's a lever.



Pull the lever, do a flip, hit the sprint button and head for the door across the way before it closes.



Inside is a collection of Lara's prizes!

All Weapons, Items & Ammo

L2, R2, R2, L2, L2, L2, L2, L2, R2, L2, R2, R2, L2, L2, R2, R2, L2, L2, R2, L2, L2, R2

Lara will scream if you've entered the code correctly.

Level Skip

L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, R2, L2, R2, R2, L2

Lara will say "No" if you enter the code correctly.

All Secrets

L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, R2, L2, L2, R2, L2, L2

Lara will sigh if you enter the code correctly. This code gives you credit for finding all of the secrets in the current level. Remember to enter this code on EVERY level if you want to access the secret All Hallows stage!

Racetrack Key (in Lara's Home)

R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, R2, L2, L2

Enter this code in Lara's Mansion and you'll get a key that unlocks the dune buggy track outside!

Refill Health

R2, R2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, R2, L2, L2, L2, L2

You'll hear Lara wince when you enter this code correctly.



BUST-A-MOVE-4

Basic Technique

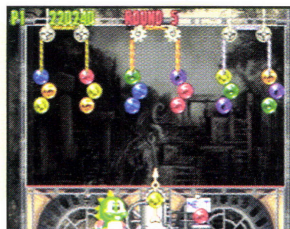
Bust-A-Move 4 retains all of the classic bubble-popping action of the previous games in the series and brings some new technique with it as well. For the uninitiated, the gameplay consists of firing colored bubbles from your launcher at the bottom of the screen, with the goal of connecting three or more of the same color, causing them to pop. The wall of mixed bubbles at the top of the screen slowly descends; if it reaches your position near the bottom, you lose. The object is to pop all of the bubbles before they reach you.

Most of the special bubbles from the earlier *Bust-A-Move* games make return appearances. The Anchor Blocks hold bubbles in midair and can only be destroyed when the bubbles sticking to them are knocked off. Rainbow Bubbles change to the color of the bubble that's touching them when that bubble is popped. Hit a Star Bubble with any color and every bubble of that color pops. New to this game are the Anti-Gravity Blocks, which work like Anchor Blocks except that when they float up toward the top of the screen when bubbles or blocks above them are popped. *Bust-A-Move 4* introduces two major new techniques to the series—one for single-player games and one for two-player battles. These are the pulley system and the chain reaction system.

Taito's popular *Bust-A-Move* series has found its way to our side of the Pacific via several different publishers; Natsume grabbed the rights to this new installment, which PlayStation owners are sure to enjoy. My wife is a huge fan of the series, so of course our collection includes all of the previous installments and even some spin-offs. The hardest part of writing this guide was getting the game away from her long enough to actually play it myself! *Bust-A-Move 4* is the kind of game that is fun for just about anyone to pick up and play. The game is simple to learn and tough to master; this guide is meant as a primer and to offer instructions on some of the new additions *Bust-A-Move 4* brings to the series.

The Pulley System

The pulley system forces the player into a delicate balancing game. As long as each side has a like number of bubbles attached to it, it will remain level. When one side becomes heavier than the other, it drops lower. Periodically the entire pulley mechanism will lower, increasing the risk of an overloaded side crossing the line at the bottom of the screen and ending the game.



The Chain Reaction System

In previous *Bust-A-Move* games, bubbles that were dropped when a string above them was popped simply fell off the screen. In *Bust-A-Move 4*, bubbles that are knocked loose after popping others will seek out strings of their color of bubbles to pop if they are available. This can have a domino effect, as additional dropped bubbles home in on others to create massive combinations of popping bubbles. In the already fast-paced and intense versus games, this can lead to some seriously huge victories.



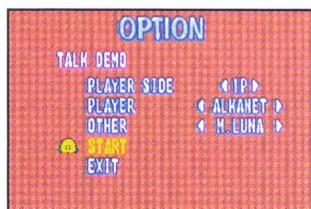
SECRET CODES!

Each of the following codes should be entered quickly at the title screen, while the words "PUSH START BUTTON" are flashing. You'll hear a sound to confirm each one:

"Talk Demo" Mode

□, Up, Left, Down, Right, Up, □, Down, Left, Up, Right, Down, □

Note: This code will not work unless you enter the "Access All Characters" and "Tarot Reading" codes first. It gives you a new option called "Talk Demo" at the Option menu.



Access All Characters

Right, Right, △, Left, Left

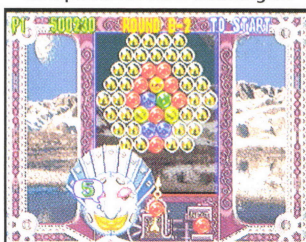
This code unlocks all of the hidden characters—Monsta, Woolen, Maita, Packy, Dreg and Madam Luna—if you haven't already earned them.



"Ura" Puzzle Mode

△, Left, Right, Left, △

This code gives you a completely different collection of puzzles in the game's "Puzzle" mode. Check out the various difficulty settings and paths for new challenges!



Tarot Reading

Up, △, Down, △, Up

This code adds a new option called "Tarot Reading" to the Option menu. *Bust-A-Move 4* can tell you the future of your love life; it's in the cards!





The Characters

Bust-A-Move 4 offers the largest selection of characters to choose from yet. In Story Mode, each has his or her own ending, and in Versus Mode each has a unique pattern of bubbles to attack the opponent with. After popping large strings of bubbles or creating chain combos, bubbles will appear on the opponents' screen in combinations that are specific to each character. The requisite hidden characters are in place, helping keep the replay value and diversity high.

**Bub**

The classic *Bubble Bobble* character puts up a fair challenge, but he drops strings of same-colored bubbles which make fighting him easier than some of the other, trickier characters.

Alkanet

The large quantity of Rainbow Bubbles in Alkanet's arsenal can be a real challenge, but she does have one weak spot: The single Star Bubble she sends over in her combination gives her enemy the ability to wipe out lots of bubbles at a time.

Marino

Similar to Alkanet, Marino also fights with lots of Rainbow Bubbles, but she doesn't have that Star Bubble weak spot in her lineup. Opponents can fight off her waves of Rainbow Bubbles by turning them either blue or green.

Kurol

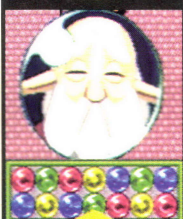
The row of Rainbow Bubbles in Kurol's attack pattern actually works against itself because bubbles of every color are sent along with it. Turn the Rainbows any color and they'll pop, since the line of newly colored bubbles will be touching a bubble of their color.

Tam Tam

With this slight variation on Bub's attack pattern, Tam-tam floods the opponent with many different colors, but also sets himself up to be popped easily.

Cleon

Cleon attacks with a confusing mixture of different bubbles. Her combinations are not easy to take down, but the Star Bubble helps—if you can pop your way through to it.

G

The old man may seem like no threat to look at, but a close study of his bubble attack pattern indicates that he creates no easy outs in his combination.

Bramb

Bramb adds in a few anchor blocks with the bubbles he sends your way to mix things up a bit. These won't disappear until all of the bubbles attached to them are popped.

Develon

With a name like Develon, you'd think that this evil looking dinosaur would throw some seriously messed-up bubbles at his opponents, but he doesn't. He has the same pattern as Bub, which makes for predictable, poppable patterns.

Gigant

Except for the blue bubbles he sends two-at-a-time, Gigant mixes up his attack pattern nicely, making it hard to clear effectively. He also attacks his opponent with a huge wall of fire that looks neat but has no real effect on the game.

Woolen

Another Rainbow Bubble-lovin' character, Woolen also attacks with anchor blocks and a few red bubbles. This means that in order to clear the walls of rainbow bubbles from your screen, you must turn them red. The addition of a Star Bubble makes it easier as well.

Monsta

This is about as mixed-up a combination as you can get. Monsta doesn't look too tough at all but he throws bubbles in a random pattern creating a big mess for his enemies to deal with.

Packy

Packy's attack pattern is very similar to Kurol's; it's distinguished by a straight row of Rainbow Bubbles at the bottom. You'll be able to pop 'em fairly easily with a match of any color.

Maita

Maita has the exact same pattern as Bub, sending groups of two same-colored bubbles at his enemy. (Or would that be "her" enemy? Let's just say "its" enemy, to be sure.)

Dreg

After all the hard work you put in to unlock Dreg as a playable character, it's a bit of a disappointment to learn that he, too, has the same attack pattern as Bub and Maita.

Madam Luna

Madam Luna's attack pattern is simple but sneaky; it includes one anchor block and one Rainbow Bubble. Choosing her can be a handicap in Puzzle mode; her giant head sometimes obscures a corner of the playfield!



SELECT GAMES

Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of *Select Games* is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 66 and 67? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!



Pick it!

The elite "TIPS & TRICKS Pick" is given to those select few games that are highly recommended by the T&T staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!



Watch for it!

Games with the *Super Import* symbol were only available in Japan at press time. Be on the lookout for a possible American release sometime in the near future!



SMASH BROTHERS

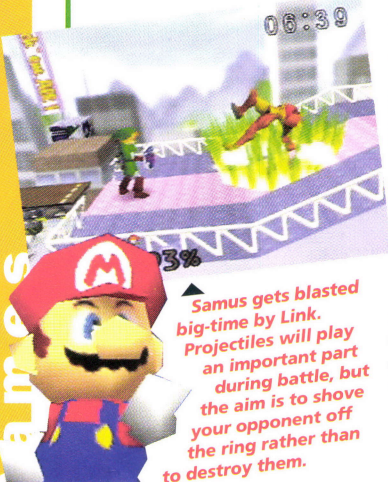
Nintendo • Possible 1999 • 1-4 Players

Mario takes his nap. The giant hand shall wake him.

Just when you thought *Zelda* was all you needed for your N64, Nintendo announces that a fighting game is in the works. Tentatively titled *All-*

Star Nintendo Dairantou Smash Brothers in Japan, the game will feature an all-star cast of your favorite Nintendo characters! So far, it looks like these are the playable characters in the game: Mario, Link, Yoshi, Pikachu, Donkey Kong, Samus Aran (from *Metroid*), Kirby, Fox McCloud, Bowser and Blue Falcon (from *F-Zero X*). Don't expect a standard kick, punch, block, combo-type fighting game; after all, this is Nintendo.

The objective of the game is to topple your opponent from the ring and try to keep them from re-entering before time expires. Each character will possess his or her own unique attacks. For example, Pikachu can use his electric-shock wave, while Link can use his trusty sword. Familiar stages like Donkey Kong's Jungle and Princess Peach's Castle will be areas you can battle in. Four players will be able to go at it simultaneously for an all-out brawl! We can't wait to see this game in action—it's like a dream come true!



Samus gets blasted big-time by Link. Projectiles will play an important part during battle, but the aim is to shove your opponent off the ring rather than to destroy them.



This character select screen suggests that there are secret characters in the waiting!



Kaboom! All your favorite Nintendo guys in one game!



Yoshi and Fox McCloud have a few words before pounding each other!



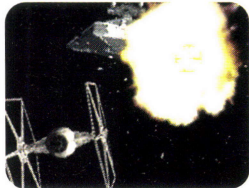
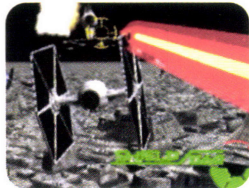
SELECT

ARCADE

STAR WARS TRILOGY

Sega • Available Now • 1 Player

The timing for this game couldn't be much better, that's for sure. While the world waits for the June release of *Phantom Menace*, *Star Wars* fanatics can get their fix thanks to this new Sega coin-op. Covering three movies in one game—*Star Wars, The Empire Strikes Back* and *Return of the Jedi*—*Trilogy* utilizes Model 3 Step 2 technology to deliver a thunderous, power-packed experience. Three stages are on offer: The Deathstar, Hoth and Yavin. Completely set on rails, each scenario propels the player forward on a mission to destroy the empire. *Trilogy*'s graphics are sweet and objects move like melted Parkay. Unfortunately, there's a bit of a disturbance in the Force. Questions have been raised regarding the game's control configuration. While the flight stick is an adequate device for guiding the on-screen cursor and for firing, we can't help but feel that gamers would have been better served with the addition of a light gun. Rails and control logic aside, *Trilogy* is still a pretty solid gameplay experience.



GET BASS

Sega • Fall 1999 • 1 Player

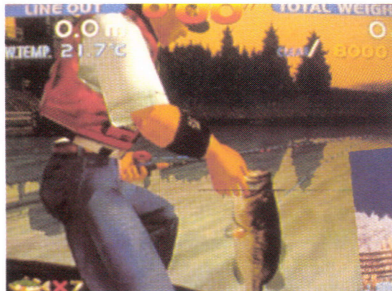
SUPER
輸入
IMPORT!

Playing *Get Bass* is a great way to relax and take a break from hectic games like *VF3tb*.



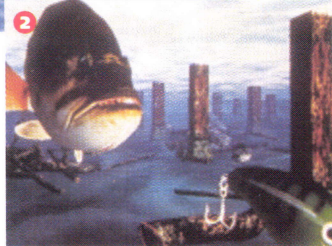
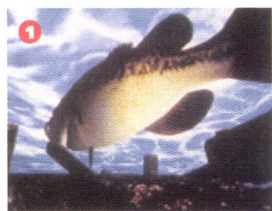
In a way, Sega's *Get Bass* seems like a strange candidate for conversion to Dreamcast. Those who have experienced the coin-op, however—even non-fishing enthusiasts like Jim—typically walk away from the machine feeling that they've just played one of the most clever, most addictive games out there. Sega's AM2 team has been working for many months to try to deliver a mirror-perfect port of the Model 3 original. We've seen the game running and it looks pretty dang close; the only possible exception being some slight pixelation of water surfaces close to the camera. A big part of the fun surrounding the coin-op game was the inclusion of a specially-designed rod and reel control device. For the

DC version of *Get Bass*, Sega is offering a similar fishing controller peripheral. The DC rod and reel controller contains a vibration motor, reel and infra-red sensor used to transmit signals to the television screen. To become a master bass fisherman, you must conquer three areas of Lake Paradise. Select the appropriate lure and go for big daddy! If you get a bite, vibrations from the motor inside the rod provide a rough representation of the size and strength of the fish as you attempt to reel him in. There's some speculation that the DC version may contain exclusive levels and features. One such feature which seems likely to us, is VMU compatibility which would enable people to trade fish with friends. This is great! Now all we need from Sega are DC conversions of *Lost World*, all *House of the Dead* and *Virtua Cop* games, *Harley-Davidson & L.A. Rider*, *Top Skater*, *Ocean Hunter* and *Super GT*! That's not too much to ask, now is it?



GetBass
SEGA BASS FISHING.

- 1 The game switches to an underwater viewpoint once a fish gets near the lure.
- 2 This one's definitely interested. Will he go for it?
- 3 Yup! There he goes! Wow, look at the size of that sucker!



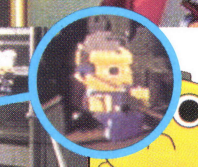
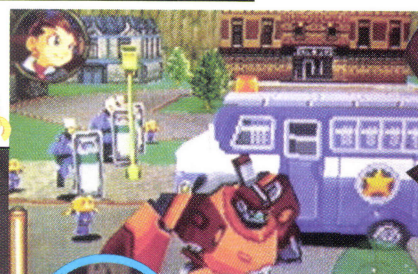
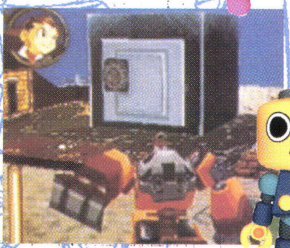
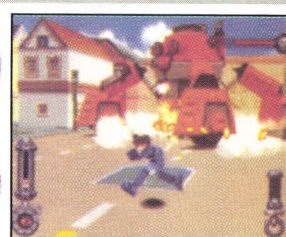
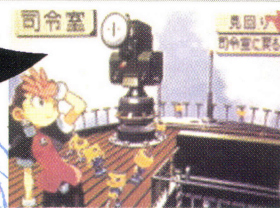
Select Games
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Select Games



TRON TO KOBUN

Capcom • T.B.A. • 1 Player

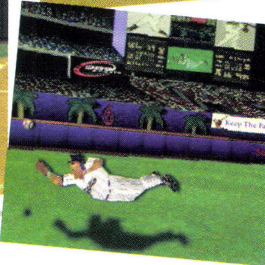
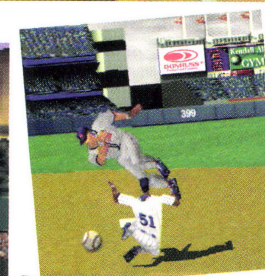
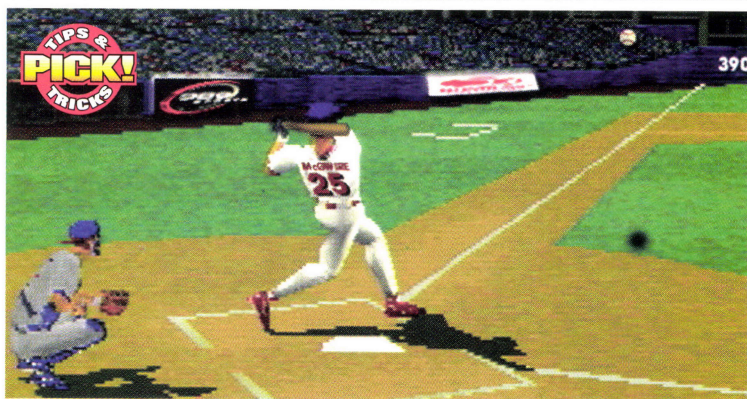
One of the greatest, most underrated PlayStation games of last year was *Mega Man Legends*. Combining action, adventure and RPG elements together in one superb package, Capcom really outdid itself and allowed Mega Man to make a smooth transition to the world of 3-D. Capcom's *Tron to Kobun*, as it is being tentatively called, is not as much a direct sequel to *Legends* as it is a follow-up chapter. Translating to "Tron and Her Underlings," *Tron to Kobun* puts the player in control of the nasty villainess from *Mega Man Legends*, Tron. Details are very sketchy at this point, but the general idea of the game is to manipulate Tron's army of Servebots—those little Lego block-looking characters—and wreak havoc on the land. There will be plenty of opposition in the form of police officers and other characters. This game seems to take quite a different approach than *Legends* did, so we'll have to wait and see how it comes together. There is no official word about a U.S. release, either, however, 95% of Capcom's action games make it over, so we have a feeling this one's gonna be a pleasant surprise.



MLB 2000

989 Studios • 1st Quarter 1999 • 1-2 Players

If you thought last year's *MLB '99* was intense, you ain't seen nothin' yet! We thought it couldn't get any better, but 989 has managed to take everything and make it even better. Vin Scully returns for the play-by-play, with color commentary by Dave Campbell. Not only are 3-D players scaled perfectly according to height and weight, this year, their faces are even mapped onto the heads! 989 has added "New Total Control Pitching", too. Every statistic possible is packed into this one. Man, this rocks.





Select Games

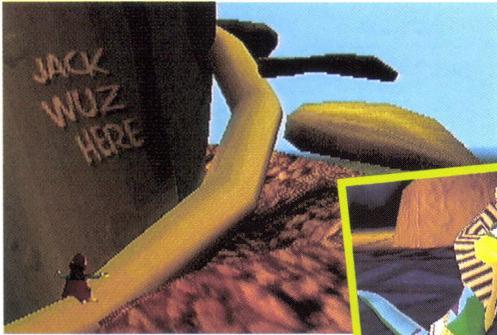
Select Games
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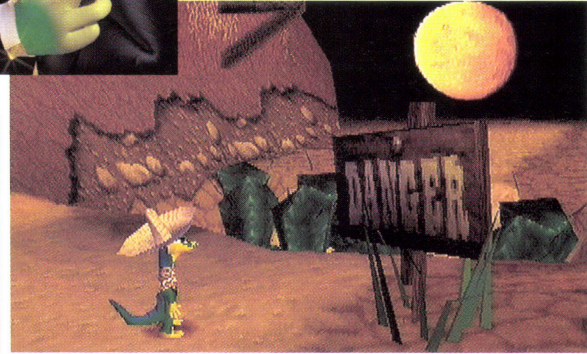
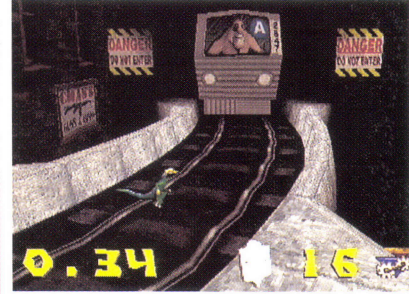
GEX 3

Eidos • 1st Quarter '99 • 1 Player

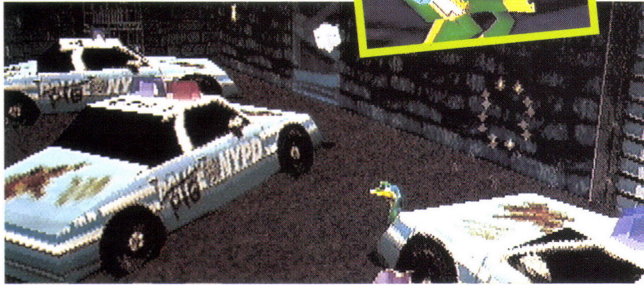
Alrighty, then! For those of you who just can't get enough of the little green gecko, he's about to return. This time, Gex runs the gamut of gamedom by bouncing his way through everything from western ghost towns to beanstalks! Crystal Dynamics is taking no chances with this, the third appearance of Gex on the PlayStation. Bounce around (boing!), swing your tail (thwack!) and stick to walls and ceilings (poik, poik, poik!), all while collecting those trademark rotating icons of nuttiness.



▲ Gex is such a crazy guy. Here we see him as a swashbuckling pirate, a Chinese detective, a mule-riding cowboy and even Little Red Riding Hood!



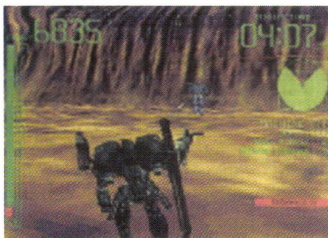
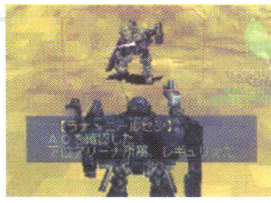
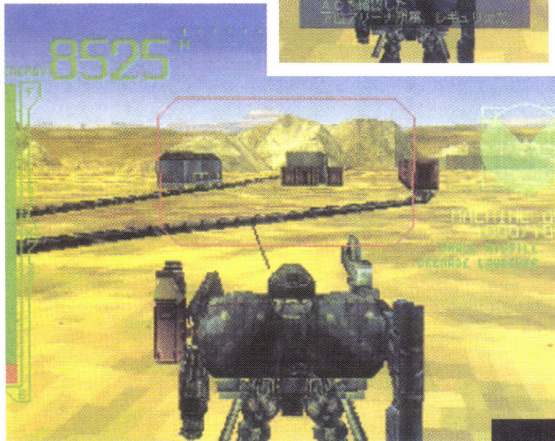
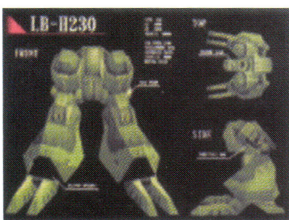
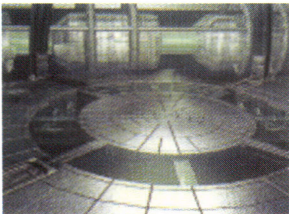
This ghost town level is pretty cool. There are rickety old rope bridges, dusty gold mines and even giant gun-slingin' bad guys. ▲



ARMORED CORE: MASTERS OF ARENA

ASCII • T.B.A. • 1-2 Players

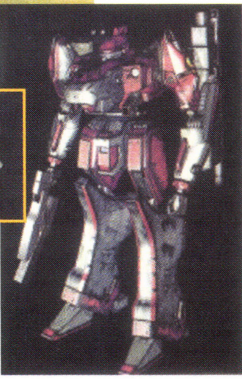
SUPER
輸入
IMPORT!



This new installment deviates very little from ASCII's successful "build and wreak havoc" AC formula. We're dyin' to find out what's on that second disc, though!



Armored Core Masters gives you lots of new parts to mess around with!



This is it!—the next fully-armed, ball-blazing chapter in ASCII's *Armored Core* saga! *Masters of Arena* will explode onto the hardcore gaming scene as a two-disc package deal when it is released in Japan this month. Here's the lowdown: With *Masters*, players can use data from either of the two previous *Armored Core* games. Load in a whole bunch of parts and accessories or an entire Mech itself from a memory card. This new installment supports Sony's Link cable (for two-player battles) and Dual Shock controller as well as the PocketStation (though Sony still has not confirmed if the PocketStation will be released in America). As in the other AC titles, the player takes control of the Raven's Nest team, with the Nineball team as the primary enemy. Each level features an AC which is one level stronger than the player's. There are twenty brand new core parts and tons of new weapons. There are also new "Vs." and "Battle" stages. The contents of disc number two are presently shrouded in secrecy—the only thing ASCII will say is that it contains something completely different from standard AC games. This series has a huge cult following, even here in the states, so we're really hoping the game ends up in the hands of a U.S. publisher...and soon!



SNOWBOARD KIDS 2

Atlus • April • 1-4 Players



Think of *Snowboard Kids 2* as a tasty second helping of turkey and stuffing on Thanksgiving. Why do we say this? The differences between this sequel and the original game released last year are barely discernable; but that's okay, though—everything that made the first game so much fun is right here. Racdym,



the developer, has thrown in some brand new courses. There are now underwater, outer space and uphill courses. The graphics seem somewhat improved over the one's in the first game. There are new speed, shoot and trick courses as well. Improved multiplayer mode. New boss characters. Four new controllable characters.

The list goes on and on! If you dug the first game, you can't go wrong with this sequel!

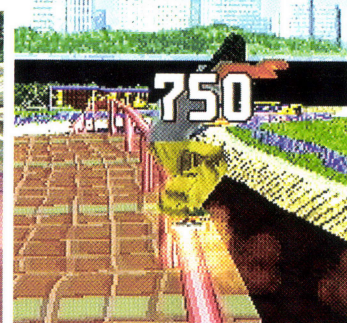
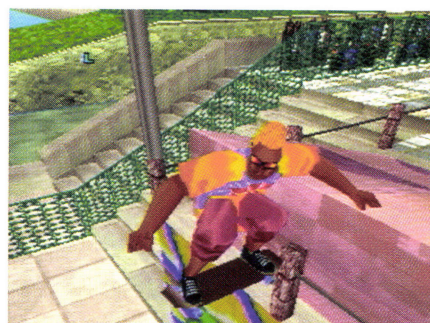
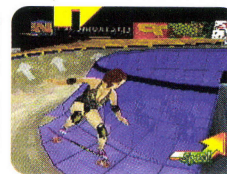


STREET SK8ER

Electronic Arts • March • 1-2 Players



Hey skaters! Have you ever done a Flip To Mute, F/5 540 or a Switch 720 Pop Shove-It to Backside Grab? In EA's new *Street Sk8er* all your concrete fantasies come true as you tear it up on some thrashin' tracks. Choose your favorite boarder and a skateboard to fit, then see if you can wow the crowds by racking up trick points. Different skaters excel in different areas to suit your personal style. As you gain levels of experience, however, you can distribute your bonus points to increase various attributes such as speed and trick ability. Between every level is a half-pipe bonus stage where you can really get some air and do some back-breaking stunts! *Street Sk8er*'s single button controls are simple and designed so anyone can jump right into the action. The best part is there are no cops, security guards or high-school principals to tell you to get lost!





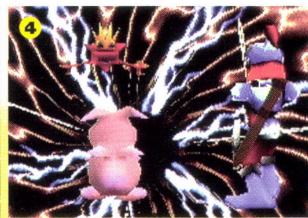
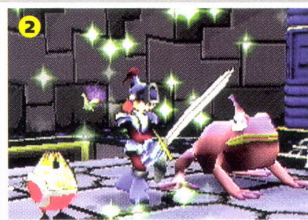
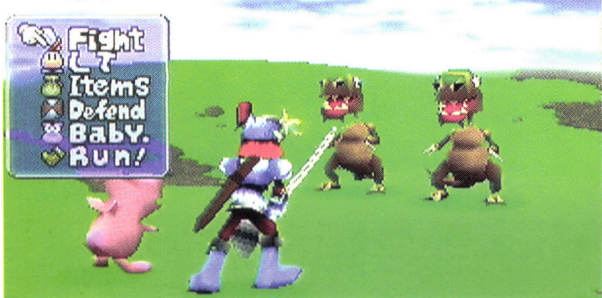
GUARDIAN'S CRUSADE

Activision • March • 1 Player

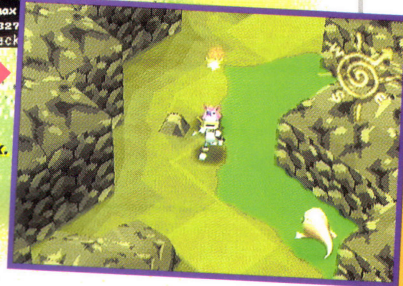


Tamsoft's *Knight & Baby* is finally making its way out of Japan and into your home, thanks to Activision. Retitled *Guardian's Crusade*, this unique PlayStation action/RPG puts the player in the role of a young knight who must make a journey through a mesmerizing world in search of the origin of a lost monster. Team up with a bizarre little shape-shifting monster to traverse dungeons, castles, caves, towers and cities.

Known for the *Toshinden* series of fighting games—has done a very nice job of making sure that this game holds the player's interest from beginning to end (no easy task, considering how large the quest is). Experience points let the player conjure up "Living Toys." These wind-up toys can be summoned to assist in disposing the enemy. Some of the toys are incredibly wacky; there are gangster toys and even screaming little cheerleaders! The baby monster has the absurd ability to mutate into anything from a frog to an oak tree! (By the way, Jim's favorite mutation is the axe-wielding "Murder Cat", in case you're curious.) This is just completely ludicrous, but guess what? We wouldn't have it any other way! *Guardian's Crusade* is insanely nutty and comes highly recommend by both Jim and Anatole.



A little fairy follows our hero during the course of his quest. Hmmmm... sound familiar? You can also rotate the 3D view scenery at will for a better look.



ACE COMBAT 3

Sega • February • 1 Player

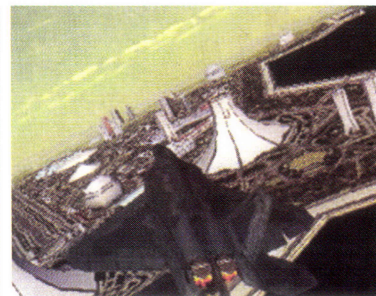


1, 2 The design team at Namco went to great lengths creating cityscapes like the one depicted above. Skilled pilots will actually be able to play "thread the needle" by soaring through this wishbone-like structure. Whoa! "This is crazy, this is crazy..."

We were stunned to learn of Namco's latest *Ace Combat* incarnation, mysteriously titled *Ace Combat 3: Electrosphere*. This game breaks from the prequels and takes place in the future. Everything about the game is futuristic, from the architecture of the buildings in cities to the actual fighters themselves. Namco has also cranked up the *Ace Combat* franchise by offering sharper, smoother graphics. Fogging effects have been minimized, allowing distant objects to be seen much easier, much sooner. Other enhancements thrown in include slick-looking decals on planes (viewable during real-time combat) and dizzying lens flare effects from the sun. Missions are cleared much in the same way as in previous *Ace Combat* games. The screens shown here are from a "60% complete" version of the game, yet it already looks red-hot. We'll let you know if and when Namco America makes an official statement about a U.S. release.



This stealth-type bomber looks sweet!



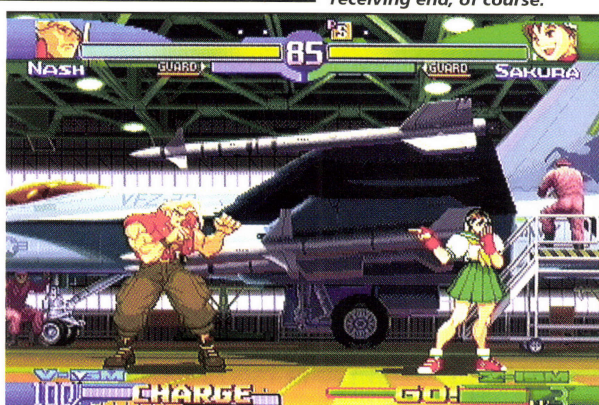


STREET FIGHTER ALPHA 3

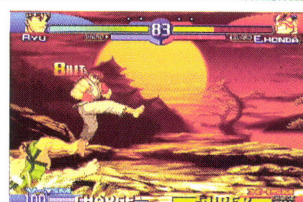
Capcom • February • 1-2 Players



1-5 The first time Jason tried this massive combo with Gen, there were no problems! Jim was embarrassed to be on the receiving end, of course.



Take our word for it: The PlayStation conversion of *Street Fighter Alpha 3* is an exercise in perfection. All 28 characters are back, including three originally hidden ones: Balrog, Juni, and Juli. To top that all off, six more characters join the fun, allowing EVERY character in the *Street Fighter II* series to have a dose of the evil dictator, M. Bison. Guile, "Evil" Ryu, Super Akuma, and the "new challengers", Fei Long, T. Hawk, and DeeJay are ready to wreck havoc once again. Choose from one of the three "ISMS" which alter your selected characters' offensive and defensive attributes, and build a character in the new "World Tour Mode", which allows you to earn experience points and new fighting tactics combined with the new PocketStation! Frame rates are nearly identical to the coin-op, too. Wow. Can *Street Fighter* get any better than this?!

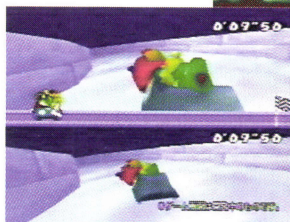


MARIO PARTY

Nintendo • February • 1-4 Players



You're looking at the first of a series of games to come out of the strategic alliance between Nintendo and Hudson, a company called Manegi (meaning "Invitation Cloth" or "Red Carpet"). *Mario Party* is basically a three-dimensional, multi-player "board game" containing many different types of mini-games within. Here's how it works: Players take turns rolling the die to move characters around a 3-D game board. Certain spaces on the board trigger special events, or mini-games, in which up to four characters can compete simultaneously for stars; the player with the most stars when it's all over wins. Okay; back to the mini-game, and there are lots of 'em. In "Mario's Orchestra", players must follow music notes, much like the classic game *Simon*. Another contest has characters balancing themselves atop rubber balls while trying to topple other players. Yet another sub-game involves whitewater rafting. There are nearly fifty other games on offer including bowling, skateboarding and even fishing. With eight different game boards, a four player mode and characters like Mario, Donkey Kong and Yoshi, this game is sure to make for one heck of a party!



Cool! This bobsled racing challenge is one of over 50 mini games!





LAST MINUTE GAMING INFORMATION...

• **Mortal Raider?!!** Nope, it's not a joke; there is word that work is coming Along nicely on **Midway's top-secret Mortal Kombat game for the PlayStation!** Tentatively titled **Mortal Kombat: Special Forces**, the game is the company's follow-up attempt at an MK action/adventure game (remember *Mythologies?*). We've been told that *Special Forces* looks more like *Tomb Raider* than a 2-D, side-scrolling pummel fest.

• **Talk about "Stop the presses!"** We literally were handed this information the day before we went to film! **Midway has officially announced its initial Dreamcast software lineup!** First up is an **exclusive edition of Mortal Kombat 4** using a "hybrid" MK4 engine! It will basically be *Mortal Kombat 4*, but with a ton of DC-exclusive features and enhancements. Midway is completely re-rendering the intro and cinematics in order to take advantage of the Dreamcast's power. Sure, there will also be the obligatory "alternate costumes and new backgrounds" deal, but get this!—on top of all that, the game will even contain returning characters from *MKIII*! At the very least, the game should turn out to be a mirror-perfect port of the MK4 coin-op. One source indicated to us that there's a good chance the game will end up looking better than its arcade counterpart! That would rule! Next, is **Blitz 2000!** This DC-exclusive game will feature a 4-Player option, new field and stadium art, new codes and hidden characters, new animations, updated team rosters and extra room for creative plays in the playbook! *Blitz 2000* will also give players the option to track individual characters with a special name/PIN feature. Finally, there's **Hydra Thunder**—a game which made its way into arcades this January—and Midway promises a near-arcade perfect port of the quarter muncher. No confirmation on whether or not any of these titles will feature internet capabilities, but depending on latency issues, we certainly hope Midway considers it. Imagine kicking ass at MK4 from New York to Nevada. Holy cow! That would rock! "Ja-aaaaaason!!!!"



• **Legend of Legaia** makes it's way to the U.S. via Sony Computer Entertainment. *Legend of Legaia* was made by Media Vision, the same people who developed the popular RPG *Wild Arms*. Expect to see it on store shelves in the coming months!

• **King's Field 4** is in the works! Actually, in the U.S. it would be called *King's Field III*. We'll keep you up to date on From Software's awesome series.

• Midway's popular arcade game **California Speed** will soon be available on N64. Now you can tear it up in the privacy of your own living room! Set for a spring release, expect more than a few surprises, including a certain logo from a certain "1 Video-Game Tips Magazine". Can you spot it?

• Nintendo of Japan has been working on **Mario Golf** for the N64. An American release is still unclear but Japanese gamers should be golfing with Luigi by Springtime.

• **Square** leaves no genre uncovered as they announce their first racing game, **Racing Lagoon**. At one point Square had a subsidiary company called Aques. Advertisements for the game graced the ad pages in Japanese magazines more than a year ago, then the Aques name was dissolved. Fortunately, Square revamped the game and it will be available in Japan in the Spring. We'll let you know if they're savvy enough to bring it out here.

• In a Japanese business publication, Nintendo president Hiroshi Yamauchi hinted that a **modem device will be made available for the N64 in Japan**. How this will work with Nintendo games is still uncertain, but a good guess is that it will be similar to the internet functions of Sega's Dreamcast. The latest word out of Japan regarding **Nintendo's next console** has NOA president Minoru Arakawa stating that **the company will likely launch the new system in 2001 and that it may actually be DVD-based!** Could the big N finally be saying goodbye to the cartridge format? We'll bring you more information as we receive it.

• **Bernie loves September 9th!** The official release date of Sega's Dreamcast has been confirmed: Sept 9th, 1999, or 9-9-99. Hardcore gamers may recall that September 9th of '95 was the official U.S. launch of the PlayStation. We doubt this is just one big coincidence; Head honcho at Sega of America, Bernie Stolar, was working over at Sony when the PlayStation was launched in America. Bernie has made no bones about his intentions to regain "Over 50% of the marketshare." Hopefully, the U.S. won't suffer from the same hardware and software blunders that occurred with the Japanese release of the system, namely shortages and countless delays! We're crossing our fingers that Sega is getting everything in place in time for the American debut. In our opinion, there really is no excuse for Sega to screw up with this one—it obviously has plenty of time. No matter what happens, if we don't see *House*

of the Dead, Daytona, Top Skater, Panzer Dragoon, Lost World, Virtua Cop, Shinobi, Mickey Mouse, Last Battle and Streets of Rage titles when the console hits here., we're gonna be mad!

• **"We're going to blow them out of the water."** President of Sega of Japan, Shoichiro Irimajiri, had some bold statements to make in an interview that was featured in the December 7th edition of *Business Week*. "I'm personally not used to losing fights," Irimajiri stated. "We're not really going to compete with Sony or Nintendo. We're going to blow them out of the water." A former CEO of Honda Motor Corporation in Japan, Irimajiri is literally putting everything on the line—not only Sega's reputation as a console and games developer—but his own reputation as well. Fearless or just foolish? It appears that the jury will remain out on that one until September 9th.

• Adrian Smith of Core has been apologizing for an **unforgivable bug in Tomb Raider III**. Here's what he said: "Temple Ruins: If you save your game in the room with the statue, and then go back into that room later in the game, you won't be able to go through the doors that have already been opened, thus won't be able to complete the level." So folks, don't save in that room and don't go back in there! Hopefully, Eidos learned its lesson about rushing the bug testing of a game just to have it out in time for the holidays.

• Several **Capcom** rumors have been flying around. Old-school gamers should be delighted to hear that 3-D versions of *Strider* and *Final Fight* are in the works. Need we say more?

• A bunch of key **Ion Storm** developers have jumped John Romero's ship. Many of them went to **G.O.D.** (Gathering of Developers), and a key artist has since then signed with GT Interactive. This puts the much-anticipated **Daikatana** project in serious jeopardy. Will we ever see *Daikatana*, or will it remain a figment of Romero's imagination?

• Konami's **BeatMania** is slated for a Dreamcast release in Japan sometime this year. You can bet that there will be a Dreamcast version of the awesome DJ controller that's available for the PlayStation.

• **Activision** seems to be going N64 crazy these days as it starts porting all of its new games to the system. Even the **X-Men fighting game** for the PlayStation is getting the N64 treatment, as of press time.

• **ReSaurus**, the folks who brought us those fantastic *Crash Bandicoot* figures, is also producing action-figure lines for *Gex* and *Castlemania*. *Gex* will feature different outfits, just like in the game. The *Castlemania* figures will probably be modeled after the N64 version of *Castlemania*.

• As promised last month, we're back with an account of happenings on November 27th—the **Japanese launch of Dreamcast**. Thousands of Japanese gamers camped out the night before shops opened in the Akihabara district—Japan's electronics mecca. When shopkeepers opened the doors at dawn, the Dreamcast console and four DC games were made available—*VF3tb*, *July*, *Godzilla Generations* and *Pen Pen Tri-Icelon*—along with controllers, VMU devices and various cables. Even though *Sonic Adventure* was delayed to December 23rd, j-players were quite thrilled at the chance to purchase near-perfect copies of *VF3tb*. Those who were fortunate (ie; "lucky") could purchase a specially-packaged Dreamcast system autographed by SOJ Executive Ei-ichi Yukawa! Unbeknownst to many, Yukawa-san was actually there in person, calmly strolling the streets of Akihabara while handing out free, autographed Dreamcast hardware! Let's see Sega of America try something that cool when DC launches on September 9th! Yeah, right; like that's ever gonna happen! Okay; back to business. For the launch in Japan, it was everything Sega could do to scrape together 100,000 machines. This is especially troubling considering that Sega had hoped to sell 1.5 million consoles by March. Due to delays in the delivery of NEC's Power VR chipset, that estimate has been shaved down to one million units flat. And there you have it; the basic rundown of the big event on November 27th in Japan.

• Although word has come out of Japan that the game is "very, very hot," Atlus' first Dreamcast game, **Maken X**, will probably never see the light of day here in the U.S.—in its current form. "Why," you ask? Well, it seems the plot of the game centers around extremely delicate subject material: Nazis! Swastikas are displayed everywhere in the game—some of the characters even have the offensive symbol mapped onto their outfits! We hope Atlus finds a way to modify the "evil" graphics so the game can earn a clean bill of health and come to America.

• Preview materials are rolling in like thunder! We'll return next issue!!



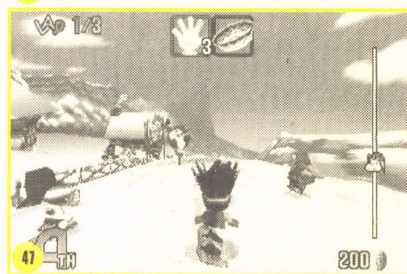
39	Starshot	Ocean
40	Twelve Tales: Conker 64	Rare
41	Ultra Combat	GT
42	Ultra Descent	Interplay
43	Winback	Koei

44	All-Star Baseball 2000	Acclaim
45	Jet Force Gemini	Rare
46	Rayman 2	Ubi Soft
47	Snowboard Kids 2	Atlus
48	World League Soccer 99	Eidos

49	Playmobil	Ubi Soft
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50	Smash Brothers	Nintendo
51	Animaniacs Ten Pin Alley	ASC
52	Duke Nukem: Zero Hour	GT
53	Earthbound	Nintendo
54	Earthworm Jim 3D	Take 2
55	Harvest Moon	Natsume
56	Jeff Gordon Racing	ASC
57	Jest	Ocean
58	Jungle Bots	Titus
59	Legend of the River King	Natsume
60	Mario Party	Nintendo
61	Mystical Ninja: Goemon 2	Konami
62	Perfect Dark	Rare
63	Radikal Bikers	Midway
64	Road Rash	THQ
65	WCW Nitro	THQ

77	Hercules: The Legendary Journeys	Titus
78	NFL Blitz 99	Midway
79	Nuclear Strike	THQ
80	Ogre Battle 3	Nintendo
81	Pitfall	Activision
82	Pokemon Stadium	Nintendo
83	Quest for Camelot	THQ
84	Rakuga Kids	Konami
85	Re-Volt	Acclaim
86	Rollerball	MGM
87	Ronaldo Soccer	Infogrames
88	Space Bunnies Must Die	Take 2
89	Space Invaders	Activision
90	Spider-Man	Activision
91	Starcraft	Nintendo
92	Super Mario 64 II	Nintendo
93	Super Mario RPG 2	Nintendo
94	Tamagotchi	Bandai
95	Tasmanian Express	Ocean
96	WCW 99	EA Sports
97	WWF: Attitude	Acclaim
98	Xena: The Warrior Princess	Titus



PLAYSTATION FEBRUARY

1	Beavis and Butt-head	GT
2	Blades of Steel 99	Konami
3	Centipede	Hasbro
4	The Diabolical Adventures of Tobu	989
5	Freestyle Boardin' 99	Capcom
6	Jeff Gordon Racing	ASC
7	Marvel Super Heroes vs. Street Fighter	Capcom
8	NBA In the Zone 99	Konami
9	Pro 18 World Tour Golf	Psygnosis
10	Quake II	Activision

TIPS & TRICKS



Select Games

11	Rat Attack	Mindscape
12	Shadow Madness	Crave
13	Silent Hill	Konami
14	Silhouette Mirage	Working Designs
15	Syphon Filter	989
16	Vermin	Eidos

MARCH

17	3Xtreme	989
18	All Star Tennis 99	Ubi Soft
19	Attack of The Saucermen	Psygnosis
20	Big Air Snowboarding	Accolade
21	F1 Racing Sim	Ubi Soft
22	Fisherman's Bait	Konami
23	Messiah	Interplay
24	Omikron	Eidos
25	RC Stunt Copter	Midway
26	Shogun Assassin	Konami
27	Street Fighter Alpha 3	Capcom
28	Xena: Warrior Princess	989

1ST QUARTER '99

29	Croc II	Fox
30	Deer Hunter	Microware
31	G Shock	Konami
32	Heavy Gear	Activision
33	High Heat Baseball 2000	3DO
34	International Rally Championship	THQ
35	Jackie Chan Stuntmaster	Midway
36	Looney Tunes	Infogrames
37	Lunar: Silver Star Story	Working Designs
38	Magzone	Trimark
39	Montezuma's Return	Utopia
40	Nectaris	Jaleco
41	NFL Full Contact Football	Konami
42	Obsidian	Rocket Science
43	Plasma Sword	Capcom
44	Project X2	Acclaim
45	Pro 18: World Tour Golf	Psygnosis
46	Rayman 2	Ubi Soft
47	Ridge Racer Type 4	Namco
48	Respect, Inc.	Psygnosis
49	Snow Break	Atlus
50	The Space Bar	Rocket Science
51	Star Trek: Klingon Academy	Interplay
52	Suikoden 2	Konami
53	Tiny Tank	MGM
54	Total Drivin'	Infogrames
55	Viper	Infogrames

APRIL

56	Carmageddon 2	Interplay
57	Darkstone	Take2
58	Kawasaki: Motocross	Activision
59	Shao Lin	THQ
60	VR Baseball 3	Interplay

2ND QUARTER '99

61	007: Tomorrow Never Dies	MGM
62	Alien Resurrection	Fox
63	Final Fantasy VIII	Square/EA
64	Gex 3	Eidos

POSSIBLE IN '99

65	Ace Combat 3	Namco
66	BeatMania: 2nd Mix	Konami
67	BeatMania: 3rd Mix	Konami
68	Daikatana	Eidos
69	Dead Unity	THQ
70	Dragon Valor	Namco
71	Ehrgeiz	Square/EA
72	Glover	Hasbro
73	Japan	Konami
74	Macross Digital Mission VF-X2	Bandai
75	Monster Rancher 2	Tecmo
76	R-Types	ASCII
77	Snowboard Kids Plus	Atlus
78	Spider-Man	Activision
79	Tail Concerto	Activision



ARCADE 1ST QUARTER '99

1	Behind Enemy Lines	Sega
2	Bloody Roar 2	T.B.A.
3	Dead or Alive 2	Tecmo
4	Dirt Devils	Sega
5	Drones	ENCOM
6	Hydro Thunder	Midway
7	The Last Blade 2	SNK
8	NBA on NBC	Midway
9	Racing Jam 2	Konami
10	Samurai Showdown 64 pt.II	SNK

11	Shock Troopers 2	SNK
12	Spike	Sega
13	Star Wars Trilogy	Sega
14	Street Fighter III: 3rd Impact	Capcom
15	Street Fighter IV	Capcom
16	Tekken 3: Special Edition	Namco
17	Thrill Drive	Konami

POSSIBLE IN '99

18	Beatmania: 3rd Mix	Konami
19	Bust A Groove	Enix
20	Dance Dance Revolution	Konami
21	Gunman Wars	Namco
22	Hell Knight	Konami
23	Hyper Robot Kikaio	Capcom
24	Blood Bullet	Sega
25	Hyper Bashi Bashi Championship	Konami
26	Magical Truck Adventure	Sega
27	NBA Play by Play	Konami
28	Operation Tiger	Taito
29	Power Stone	Capcom
30	Race On	Namco
31	Virtua Cop 3	Sega
32	Xtreme Rally	SNK



GAME BOY FEBRUARY

1	Smurfs	Infogrames
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MARCH

2	San Francisco Rush	Midway
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1ST QUARTER '99

3	Flying Dragon	Natsume
4	Roadsters 99	Titus
5	South Park	Acclaim
6	V-Rally Championship	Infogrames
7	Wario Land II (Color)	Nintendo
8	Yars' Revenge	Telegames
9	Yoda Stories	THQ

2ND QUARTER '99

10	Space Station: Silicon Valley	Take 2
11	Spy Hunter/Moon Patrol	Midway
12	Zelda: Link's Awakening (Color)	Nintendo



TIPS & TRICKS HI SCORES

This monthly feature allows arcade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishments—and get some free publicity for your arcade!—contact us by fax at (213) 651-3042 or write to us at *TIPS & TRICKS Hi Scores*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in *TIPS & TRICKS*. Players—show this page to your local arcade owner/operator and spread the word!

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445 E. Palatine Road • Arlington Heights, IL 60004 • (847) 253-1464

GAME	HI SCORE	NAME
Ehrgeiz	80,640 (Cloud)	DDD
Ehrgeiz	8'18''96	SQR
Tekken 3	31 wins (King)	KIN
Tekken 3	3'27''65 (Paul)	SAW
Hyperdrive (Mars Dragstrip)	2:00'73	FBR
Hyperdrive (Orbital Speedway)	2:17'36	FBR
Hyperdrive (Asteroid Mine)	2:27'41	FBR
Hyperdrive (Deep Space)	2:05'32	FBR
Junkyard (pinball)	283,460,410	JPW
Rampage World Tour	522,820	CBR

ALL AMUSEMENT CENTER

201 E. Magnolia, Suite #128 • Burbank, CA 91502 • (818) 557-6558

GAME	HI SCORE	NAME
Street Fighter Alpha 3	885,600	JSN
Tekken 3	2:40'06	JAG
Cruis'n World (Australia)	1:21'38	ARV
Top Skater (Expert)	371,562	ACE
Top Skater (Novice)	598,567	GAB
Daytona USA (Beginner)	2:19'85	WMC
Marvel vs. Capcom	1,027,600	GABRIEL
The House of the Dead	83,560	RBV
Area 51	999,999	LUIS
Maximum Force	507,280	XAU

DIVERSIONS

6225 N. McCormick • Chicago, IL 60659 • (773) 588-0226

GAME	HI SCORE	NAME
Blitz '99 (greatest players)	#1	FOZ
Blitz '99 (biggest winners)	15	FOZ
Blitz '99 (best offense)	69.86	Shorty
Blitz '99 (best defense)	13.67	FOZ
Blitz '99 (avg. yds. per game)	355.00	THUG
Gauntlet Legends (Wizard)	Level 45	ERB
Gauntlet Legends (Valkyrie)	Level 29	ODD
Thrill Drive	1,000,000	KI

FUN-O-RAMA

1605 W. 49th St • Hialeah, FL 33144 • (305) 558-8651

GAME	HI SCORE	NAME
Blitz '99	17 wins	DEE
Daytona USA 2 (Beginner)	2:15'80	RJD
Daytona USA 2 (Advanced)	3:08'24	DIE
Daytona USA 2 (Expert)	4:05'49	ARM
California Speed (Santa Cruz)	2:25'85	JOE
Street Fighter Alpha 2	27 wins	RJD
Street Fighter Alpha 3	18 wins	VIC
Cruis'n World (Africa)	1:26'60	Danny Rodriguez
Tetris	998,041	Jason Wilson

CAPCOM'S SUPER JUST GAMES

557 Waukegan Road • Northbrook, IL 60062 • (847) 559-8727

GAME	HI SCORE	NAME
Cruis'n World (Australia)	1:14'20	RSH
Time Crisis	14:00	KAM
Ms. Pac-Man	213,380	?
Ultimate Mortal Kombat 3	20 wins	SBS
Daytona USA (expert)	3:29'29	HH
San Francisco Rush (Beginner)	2'25'00	Miami, FL
The House of the Dead	66,062	DAN
Tech Romancer	50,000	NOU
Breakshot (pinball)	42,205,040	MOO
Gauntlet Legends (Valkyrie)	Level 42	ACE

SEGA CITY

31 Fortune Drive (Irvine Spectrum) • Irvine, CA 92618 • (949) 727-1422

GAME	HI SCORE	NAME
Daytona USA 2 (Beginner)	2:20'58	DYN
Daytona USA 2 (Advanced)	3:08'22	DYN
Top Skater (Novice)	774,560	Joey Cuellar
Top Skater (Expert)	527,651	Joey Cuellar
The House of the Dead	96,600	Ottis Pittman
Racing Jam (Beginner)	2:05'839	SIM
Ehrgeiz (Cloud)	81,470	LHK
Time Crisis (Story)	10:49'78	MMK

METROPOLIS

72-840 Hwy. 111, Suite 345 • Palm Desert, CA 92260 • (760) 346-0188

GAME	HI SCORE	NAME
Marvel vs. Capcom	2,782,808	Bob Martin
The House of the Dead	88,880	Kurohiana
Street Fighter Alpha 3	2,978,300	Bob Tan
Puzz Loop	472,350	Bob Tan
Time Crisis II	1,004,310	SBM
Rival Schools: United by Fate	2,133,700	Kenny Wu
Blitz '99 (win streak)	16 wins	Badboy
Street Fighter EX 2	1,584,900	Bob Tan
Tekken 3	2:43'15	DLS
Street Fighter III: 2nd Impact	4,062,321	Bob Tan

SPECIAL FEATURE: STREET FIGHTER ALPHA 3 JAPAN VS. USA WORLD CHAMPIONSHIP

On November 7 and 8, 1998, Capcom and *TIPS & TRICKS* magazine co-sponsored the *Street Fighter Alpha 3* World Championship tournament at Capcom's Nickel City arcade in San Jose, California. At Capcom's request, the tournament was organized by our own Jason Wilson, who also served as master of ceremonies for the event. In attendance were representatives of Capcom Japan and Capcom Entertainment of America as well as Japanese television crews and agents of two of Japan's biggest video game magazines, *Gamest* and *Famitsu*. The reason for all of the international interest was the presence of 17-year-old Daigo Umehara, winner of the

Street Fighter Alpha 3 tournament at the Tokyo Game Show. Umehara was brought to the U.S. by Capcom to face off against the winner of the U.S. tournament in order to determine the identity of the true *Street Fighter Alpha 3* world champion!

64 players competed for the right to challenge Umehara; though most were California residents, many other regions of the country were represented, including the East Coast (David Spence and Abe Lin), Pacific Northwest (Tom Cannon, Tony Cannon and Ray Teruya Jr.) and Midwest (Jessie Howard and Wes Truelson). The first day was a walkthrough for nearly every seeded player in attendance. 16 players (eight from the loser's bracket and eight from the winner's bracket) qualified for Sunday's finals. Unfortunately, two players who were scheduled to compete in Sunday's finals were unable to attend due to car trouble. This opened the door for another single-

to assemble their equipment during the contest, all in preparation for the big Japan vs. USA finals, which would take place on a pair of cabinets with 50" screens that were imported from Japan specifically for the tournament. Alex Valle—seemingly unbeatable in almost every major American tournament over the last three years—once again went through the winner's bracket undefeated, dismantling top Sunnyvale player Jason Nelson and top San Jose player Jason Cole on the way. The surprise of the tournament, however, was Graham Wolfe,

who—after only playing the game for a little over a month—took Valle to the final match in both of their best-of-seven series. Wolfe needed to defeat Alex eight times to win the championship; he seemed calm as he won the first se-

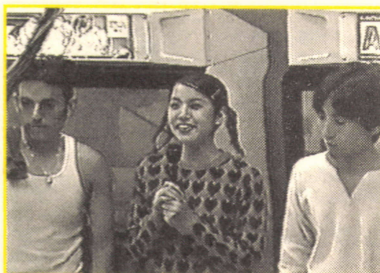
ries 4-3 and nearly pulled off a miraculous comeback from a 3-1 deficit to tie in the final series. However, Alex had been switching between "A" Ryu and "V" Ryu for most of the match and opted to stick with "V" Ryu for the final battle, a decisive victory. Crowned the United States *Street Fighter Alpha 3* Champion, Valle earned nearly \$5,000 in cash and prizes, including a dedicated 25" *Alpha 3* cabinet and an official Capcom *Alpha 3* jacket.

The best, though, was yet to come: Alex now had a chance to play against Umehara, Japan's top *Street Fighter* player, in a battle to decide the International *Street Fighter Alpha 3* Championship! In an effort to be as accommodating to the players' customs as possible, one of the 50" cabinets was outfitted with a Japanese "ball"-style joystick for



Daigo, the Japanese champ, arrives by limo accompanied by the TV crew.

Daigo's use while Alex was allowed to use the "bat-handle" joystick that American players are accustomed to. The cabinets were linked side-to-side and the Japanese television crews were ready to capture the action as Valle and Umehara faced off in the first ever Capcom-sanctioned international fighting game competition. A best-two-matches-out-of-three, five-round match-up, the competition lived up to all the hype. Alex's "V" Ryu handed Daigo's "V" Gouki his first loss in a tournament, the crowd cheering wildly as Alex went up one match to zero. Then, at match point, Daigo showed why he is the Japanese *Alpha 3* ace. He calmly took Alex out of his gameplan, win-



Valle (left) and Umehara (right) in their post-battle TV interview.

ning the next two matches decisively and taking the crown as the International *Street Fighter Alpha 3* champion!

Special thanks to Marc Vasquez, Cho Chang and John Bailon of Southern Hills Golfland for all their help. Thanks also to Jayson McClellan, Melinda Mongelluzzo, Robert Johnson, Matt Atwood, Lisa Jones, Takashi Kubanzono and Steve Blattspeller at Capcom for helping to make this a spectacular event!

1st Place Winner: Alex Valle—Westminster, CA

Prize Package: \$1,000 cash, 25" dedicated *Street Fighter Alpha 3* cabinet, Capcom leather backpack, custom-made *Street Fighter Alpha 3* jacket, Sony PlayStation, three Capcom PlayStation games and two deluxe arcade game marquees.

2nd Place Winner: Graham Wolfe—San Jose, CA

Prize Package: \$500 cash, Capcom leather backpack, custom-made *Street Fighter Alpha 3* jacket, Sony PlayStation, three Capcom PlayStation games and two deluxe arcade game marquees.

3rd Place Winner: Jason Cole—San Jose, CA

Prize Package: \$100 cash, Capcom leather backpack, two Capcom PlayStation games and two deluxe arcade game marquees.

4th Place Winner: Jason Nelson—Sunnyvale, CA

Prize Package: Two Capcom PlayStation games and two deluxe arcade game marquees.

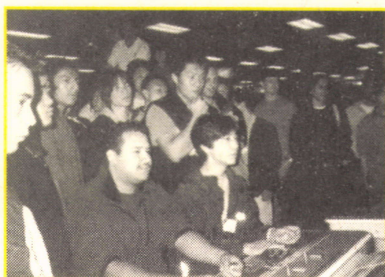
5th Place (tie): John Choi—Davis, CA and Robert Ingram—Westminster, CA

The Top 16 Players Remaining for Sunday's Finals:

Alex Valle
Graham Wolfe
Jason Cole
Jason Nelson
John Choi
Robert Ingram
James Romyed
Thao Dong
Mike Watson
Bob Painter
Alex Wolfe
David Sirlin
Jon Halili
Joey Cuellar
Ray Teruya Jr.
Brandon Hayes



Well-maintained equipment kept the tournament running smoothly.



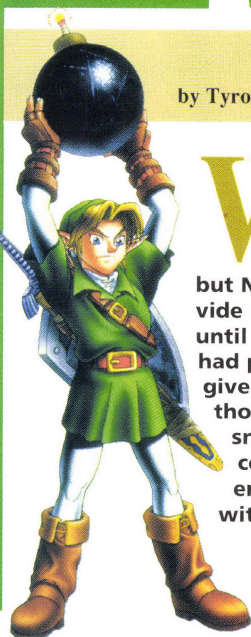
Umehara keeps cool in an exhibition match with Capcom's Robert Johnson.



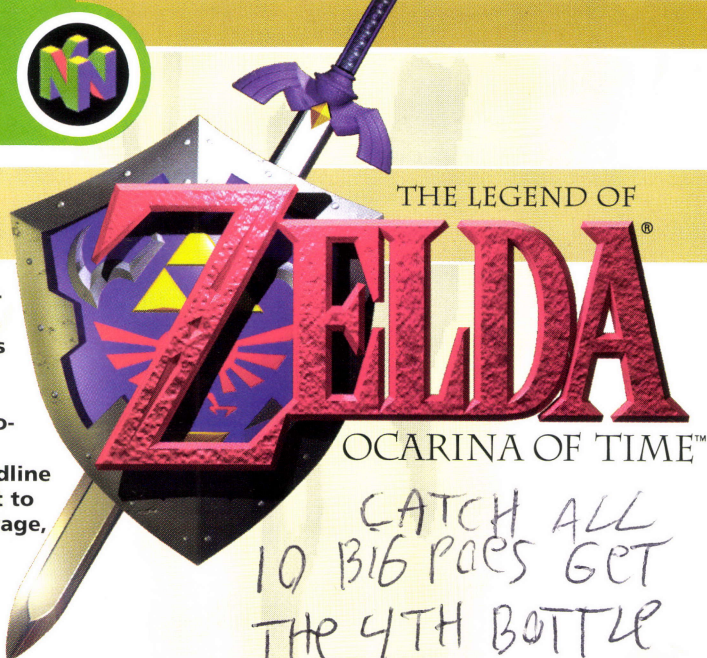
The Legend of Zelda



by Tyrone Rodriguez and Jason Wilson



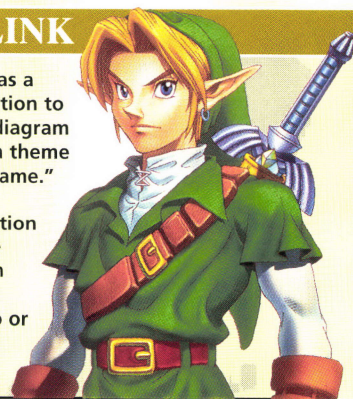
We're back! We wanted to offer continuous coverage of this game throughout the holiday season, but Nintendo was not able to provide us with a copy of the game until after our January issue deadline had passed. We've done our best to give you the best possible coverage, though, even with this slight snag in our plan. Every heart container has been uncovered, so you can face Ganon with a full arsenal!



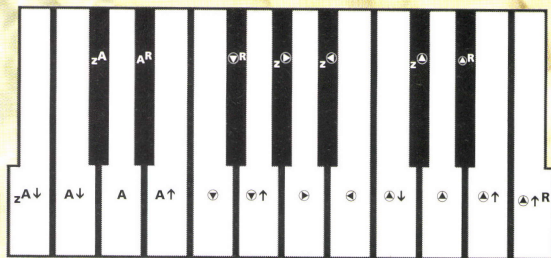
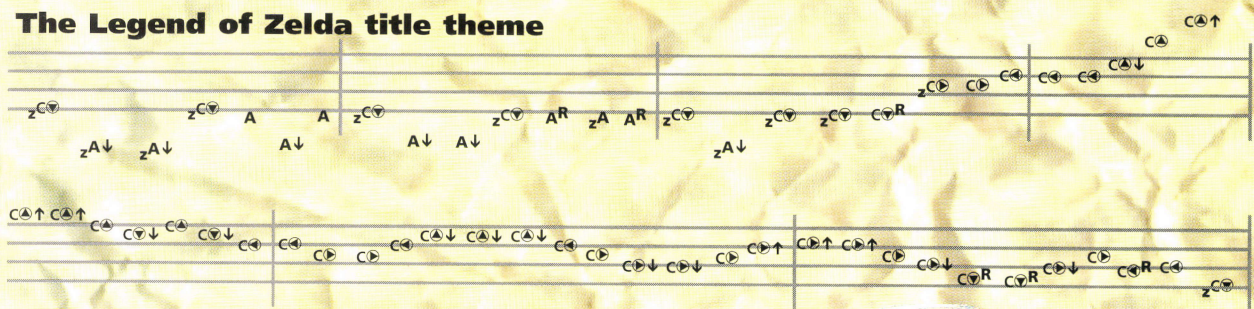
HOW TO PLAY THE OCARINA LIKE LINK

Believe it or not, the Ocarina can play actual tunes. Link's recorder only has a range of one-and-a-half octaves, so you'll have to be a master of transposition to get certain songs just right. Without boring or confusing you with music theory, we've listed a diagram that shows how to transcribe sheet music for the ocarina. We also transcribed The original Zelda theme that you can play on your own time. Playing the ocarina can make for a surprisingly fun "mini-game." Find a nice, tranquil place and jam on with the Fairy Ocarina or Ocarina of Time.

The R and Z buttons make notes sharp and flat, respectively. In other words, these buttons function to raise or lower a pitch by half a note. The analog joystick raises a pitch by a full note. If you're on D (C Δ) and press **Down** on the joystick (while continuing to hold C Δ) the note will transition from D to C. See the diagrams to grasp this concept more easily. When you see a command that consists of several button names with no spaces between them, it means you must play the two or three commands together. For example, the notation **zA \downarrow** means that you must press the joystick **Down** in addition to the A and Z buttons.



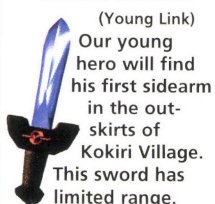
The Legend of Zelda title theme



EQUIPMENT

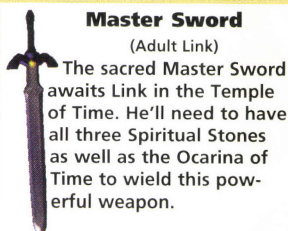
The following pieces of equipment can be interchanged at your leisure, but they cannot be equipped unless Link is qualified to use them. That is, young Link cannot wield the mighty Master Sword or Biggoron Sword, nor can the adult Link use the Kokiri Sword.

Kokiri Sword

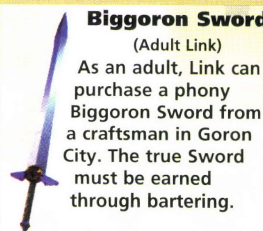


Swords

Master Sword



Biggoron Sword



The Legend of Zelda



Hookshot (Adult Link)

Visiting Dampé's grave as an adult, Link can earn the *very importante* Hookshot. With this item, Link can attack from long distances. Like the Boomerang, the Hookshot can stun some enemies. The Hookshot will later be upgraded to the Longshot.

Nayru's Love (12 Magic Points)

The last spell you'll locate is hidden near the Spirit Temple. The Great Fairy will endow Link with Nayru's Love. This spell creates a temporary barrier, rendering Link invulnerable. He won't sustain damage from hits, but he will, unfortunately, take the hit.

Megaton Hammer (Adult Link)

To defeat the evil dragon, Volvagia, Link will need the Megaton Hammer. A chest in the Fire Temple holds this valuable tool. The Hammer can succeed in activating rusted switches.

Bottles

Link will find a total of four bottles in his quest. These glass bottles can hold a myriad of things. Bugs, fish, ghosts, milk...Link will be able to keep many things inside them. The most useful of these are fairies. If you equip a bottle with a fairy inside just before losing your last heart, the fairy will replenish Link's heart meter after his demise.

Din's Fire (6 Magic Points)

This magic spell envelops Link in a huge circle of fire. It works wonders on undead enemies. This spell is located in a Great Fairy's fountain near Hyrule Castle. You'll need bombs to break through the boulder blocking the way.

Farore's Wind (6 Magic Points)

Link can use Farore's Wind as a warp to get from one point to the next. Using the Wind will create a warp point. Using it again will allow you to warp to the point you created or dispell the warp point. Find Farore's Wind in a Great Fairy's fountain near Zora's Domain.

SECRETS

Heart Containers

Link has three hearts at the outset of his journey. He can earn up to a total of 20 hearts. Link will earn one Heart Container for each Spiritual Stone he finds. Each Temple he conquers will earn him another for a total of 11 hearts. The remaining nine must be found in the form of Heart pieces. Four heart pieces form one Heart Container; that's a total of 36 heart pieces. You won't be able to locate every piece right away. You might need an item of some sort to get some. Here's a rundown:

1. (Young Link) Moving some boxes in the far structure of Lon Lon Ranch will reveal a small room. Inside Link will find a Heart piece.
2. (Young Link) Enter Kakariko's Graveyard at night. Have Dampé, the caretaker, dig each area until you find a heart piece.
3. (Young Link) Locating the right dog in Hyrule Market (at night) and taking him to his owner will earn Link another Heart piece.
4. (Young Link) Beating the Treasure Box game will get Link another Heart piece. The Lens of Truth makes this game much easier.
5. (Young Link) Consecutive wins on Bombchu Bowling will force the girl at the counter to award Link with a Heart Piece.
6. A ride from a friendly owl will land young Link on the rooftop of a Kakariko home. A secret passage will lead to a Heart Piece. As an adult, Link can use his Hookshot.
7. (Young Link) After learning Saria's song, a lone inhabitant of the Woods will award Link with a heart Piece if he plays this tune on his Ocarina.
8. (Young Link) Playing along with two Lost Woods inhabitants will relinquish another Heart Piece. It's like "Simon Says."
9. (Young Link) Use the first Chicken you see in Zora's River. Work your way up the river. Use this same chicken to earn Link yet another Heart Piece.
10. (Young Link) Farther up the River Link will find another Heart Piece. Use another chicken to get to this Heart piece.
11. (Young Link) Inside Zora's Domain there are unlit torches. Lighting them will reveal a hidden chest. Inside Link can find a Heart Piece.
12. (Young Link) Lighting the torches on the bottom for of Goron City will cause the large Goron vase to spin. Climb to the top floor and drop a Bomb inside to get a Heart Piece.
13. (Young Link) Catch the largest fish possible in Lake Hylia and the attendant will give Link a well-earned Heart Piece.
14. (Young Link) Grab a nearby chicken and jump to the right of the bridge in Gerudo Valley; Link will come across a small cove behind the towering waterfall.



15. (Young Link) Grabbing the same chicken and jumping to the left, Link will see a platform with a crate. Make your way to the platform and break the crate to claim your prize.
16. (Young Link) Link's frog friends in Zora's River will give him a Heart Piece for playing the Song of Storm.
17. (Young Link) Link's amphibian buddies will reward him with another Heart Piece after he's learned and played all ten songs.
18. Unearthing a Grave stone in Kakariko Graveyard will reveal a secret area. Inside, Link will have to play the Sun Song to get another Heart Piece.
19. (Adult Link) The entrance to the Dodongo's Cavern holds a Heart Piece above. You'll need to plant a Magic Bean as a child for a Magic stalk to help Link reach his goal.
20. The entrance found in Hyrule Field to Lake Hylia holds a secret area with a Heart Piece for the taking. Use a Bomb to uncover the area.
21. A tree north of Lon Lon Ranch is colored slightly differently than the surrounding trees. Bomb the base to reveal another hidden area.
22. (Adult Link) The first time through Dampé's grave, Link earns the Hookshot. Thereafter, if you can complete the race in 60 seconds or less, Dampé will give Link a Heart Piece.
23. (Adult Link) Upon exiting Dampé's grave, Link will enter into the Windmill. A couple of jumps will lead Link to a Heart Piece.
24. (Adult Link) There is a man on one of the roofs in Kakariko Village. Use the Hookshot or Longshot to reach him. He'll hand Link a Heart Piece.
25. After finding 50 Gold Skulltulas, a child in the Skulltula house will give Link a Heart Piece.
26. (Adult Link) If you planted a Magic Bean in the Kakariko Graveyard as a child, revisit it as an adult to find a Heart Piece in a crate.
27. (Adult Link) A Magic Stalk near the entrance to the Fire Temple will lead Link to a Heart Piece. Of course, he'll need to plant the Magic Bean as a child.
28. (Adult Link) In Death Mountain near the Fire Temple is a wall that can be climbed. Link will have to hop into a cove to reach a Heart Piece.
29. (Adult Link) Beyond Zora's Domain, near the Ice Cavern, a lone Heart piece sits on an iceberg. It's Link's for the taking.
30. (Adult Link) Entering the Ice Cavern, Link will find many rooms. One has a Heart Piece captive in Magic Fire; use bottled Fire to release another Heart Piece.
31. (Adult Link) Growing a Magic Bean near the laboratory as a child will permit adult Link to reach a Heart Piece high above the Lab.





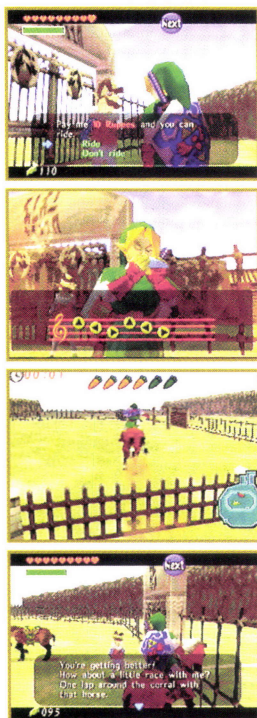
THE MANY FACES OF LINK

Hyrule Market holds many cool places to visit—but none are as odd as the Mask Shop. Inside, Link can “borrow” a mask from the owner and sell it, then take his commission. The following events can be done relatively early on in your quest. Take the time to do so and you’ll be awarded the Mask of Truth.

The first mask Link will receive is the Keaton Mask. The guard in Kakariko Village blocking Death Mountain will purchase the Keaton mask from Link. Head back to the mask shop to pick up the Skull Mask. The skull kid you find in the Lost Woods will purchase the Skull Mask from you. He won’t give you full price, but sell it anyway. Return again to the Mask Shop for the Spooky Mask. Link’s little friend in Kakariko Graveyard will gladly buy the mask, explaining that it will make him look like Dampé. After returning to the Mask Shop and giving the owner his cut, he’ll give Link a pair of Rabbit ears. You’ll have to look long and hard on the outskirts of Lon Lon Ranch. A man in a toga and sandals jogs in Hyrule Field daily. The only time you’ll be able to speak with him is after sunset when he sits to rest. He’ll bring Link’s Rupee count to its maximum for the Rabbit ears. When you see the Mask Shop owner again, he’ll give Link the Mask of Truth. Equip and wear this mask before speaking to Gossip Stones to hear what they have to say. From this point on, Link can also borrow a Goron Mask, a Zora Mask and a Gerudo Mask.



RESCUING EPONA



The future is a very dark place. Many things in

Hyrule have gone awry thanks to Ganondorf’s evil mind. When Link has become an adult, one of the first things he must do is free Epona.

Here’s hoping you learned Epona’s Song as a child.

Exit the Temple of Time, bolt out of the market, enter Hyrule Field and get to Lon Lon Ranch.

Ingo is now the proprietor of Lon Lon Ranch. For a price, he’ll allow you to ride one of his horses. Pay the sum and enter. Play Epona’s Song; she’ll come to Link.

Ride her for a bit. Try jumping the obstacles set up throughout the course. When you’ve trained enough, speak with Ingo. He will challenge you to a race. Accept the challenge. It’ll be tough to best him; you’re going to have to take the outside line and beat him on the corners with speed. If you manage to beat him one time, he will up the ante and place Epona as your

prize. Once again, take the outside and beat Ingo with Epona’s incredible speed. Besting Ingo twice will force him to give Link the horse. You’ll need to escape Lon Lon Ranch with Epona (he won’t let you out with your horse). A well-timed jump will send Link and Epona over the ranch gates. Now you can ride Epona through all of Hyrule Field and parts of Hyrule. If you ever lose your horse, play Epona’s Song and she will return to Link.





GETTING THE BIGGORN SWORD

When you enter Goron City as an Adult, you can purchase a Goron Sword from one of the Goron craftsmen brother. It'll run you 200 Rupees and break after repeated use. The real sword must be earned. Link will have to trade many items to earn the Biggoron Sword. If you don't know the exact location of the next event, check the map on the sub-screen. An orange arrow will point to your next objective. Link won't be able to use teleportation to get from place to place when an item has a time limit. For instance, when Cojiro's owner gives you a Mushroom, you'll have to physically take it to Kakariko Village. If you attempt to use a song to teleport, the timer will expire. Needless to say, Epona will be an important partner in gaining the Biggoron Sword.

A woman in Kakariko Village will hand adult Link a Pocket Egg; it will eventually hatch. Use this egg on Talon after you've beaten Ingo at a race. Return to Kakariko Village and the same woman will give you Cojiro, her brother's special rooster. The woman's brother is in the Lost Woods. Use Cojiro on him; he'll give you a Mushroom to take to the potion shop in Kakariko Village. The strange old woman will hand you the Odd Potion. Cojiro's owner has split from Lost Woods only to be replaced by a small girl. Give her the potion and she'll give Link the Poacher's Saw.

Now head over to Gerudo Valley.

The bridge has been broken. Take a running leap with Epona and you'll clear the chasm.

Speak with the man near the tent and give him the Poacher's Saw. He will

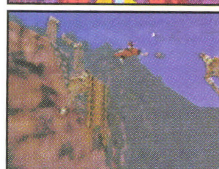
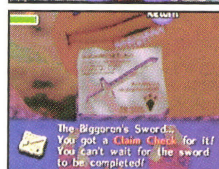
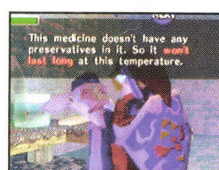
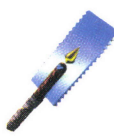
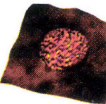
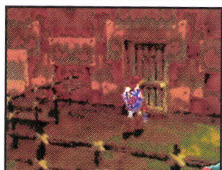
give you the Broken Goron Sword. A huge Goron sits atop Death Mountain.

Hand him the Broken Sword. He won't be

able to fix it, but he'll give you a prescription.

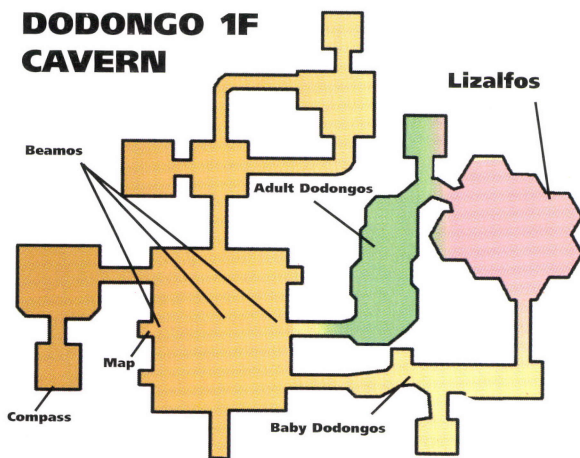
You must take this to King Zora in Zora's Domain. If you haven't freed King Zora from his magical fire, you'll need to enter the Ice Cavern to capture a blue flame. Use an empty bottle to get it.

Now give King Zora the prescription; he will give you an Eyeball Frog. You must take this frog to the professor in Lake Hylia. The Prof will give Link the Eye Drops, but you'll have to take them up to the big Goron quickly. After his eyes have been relieved, he'll hand you a Claim Check. The Biggoron Sword won't be ready for three days. Use the Sun's Song repeatedly if you would like to speed up the process. After three days, Link will be the proud owner of the Biggoron Sword!



THE DUNGEONS

DODONGO 1F CAVERN



After receiving the Goron bracelet from the Goron King, proceed to your right after exiting Goron City and you will see a Goron guarding a bomb flower. Pick up the bomb and hurl it below to blow up the large rock that blocks the entrance to Dodongo's cavern. Make your way down the mountain passageway—using your Hylian Shield to avoid the few scattered boulders that roll down the hill—then proceed to enter the cavern in what will be the first real challenge that Link faces. The bridge directly in front of you has a stone pillar that rises from the lava. Wait for it to move to its highest point, then quickly move across the middle pillar, then again to the right. Wait for the stone pillar to rise about halfway out of the lava, then go forward quickly to jump onto it. When the pillar is as high as it's going to go, move forward quickly again to reach the next platform. Quickly go to the stone pillar on the left, then continue to the next platform. Bypass the first stone door and pick up a bomb from the Bomb Flower. Continue along the platform and use the bomb to destroy the second stone door. You'll find the cavern map in a chest ahead. Return

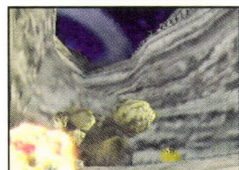
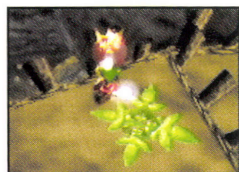
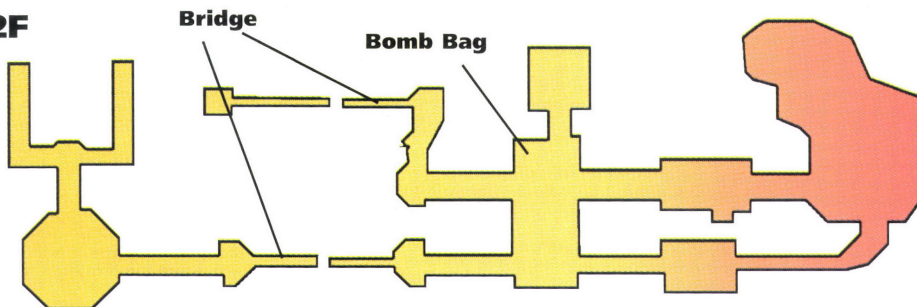


to the platform with the Beamos. Hop across the stone pillar and on to the next area. Pick up a Bomb Flower and destroy the Beamos ahead. Use another Bomb Flower to blow a hole in the wall ahead of the Beamos. Enter the pathway and follow it until you come to a large door, defeating the baby Dodongos along the way. (Remember to stand away from the Dodongos after destroying them to avoid their explosions.)

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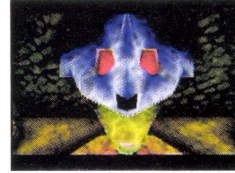
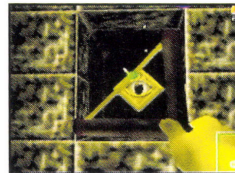
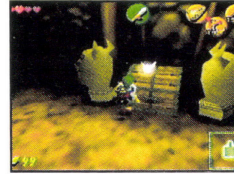
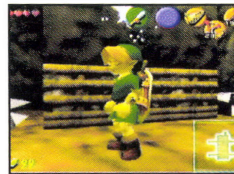
Bridge

Bomb Bag



Grab one of the statues and place it on the blue switch to enable entrance into the large door. Upon entering, there will be two Lizalfos enemies blocking your path. Use the Z targeting system to destroy them swiftly, then enter the next door. Keep moving along the path until you appear in a large cavern with three Dodongos and another locked door. Take a Deku stick and use it to light the remaining torches in the room that have not been lit, then enter the unlocked door. This takes Link back into the main room of the dungeon. Stepping on the floor switch will unlock the door on the other side of the room; entering the stone door to the left will give you access to the Dungeon Map! The wall of stone has numerous Bomb Flowers surrounding it. Placing a bomb in the middle of the four Bomb Flowers on the left side will cause a chain reaction, then open a secret stairway to the second floor of the level. Go up the stairs and enter the door at the top of the room. Go to the other side of the pillar in the middle of the room, move the statue in front of the ladder and climb the ladder. Step on the floor switch to remove the bars from the door, then face the two doors and enter the one on the right. Cross the bridge and enter the next room, carefully avoiding the spiked balls that are spread throughout. Proceed to grab the block below the ladder, then climb it to reach the ladder. Move forward quickly to land on the pillar, then grab the Compass from the treasure chest.

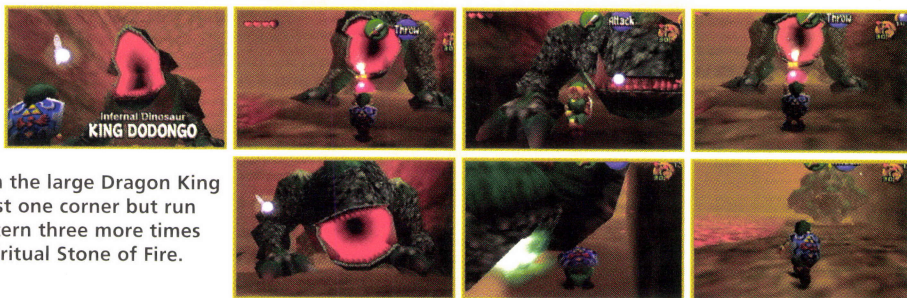
From the top of the ladder, go forward to reach a pillar of fire. Use the slingshot to shoot the eye at the top of the screen. Cross over to enter another path, then enter the large door. Finish off the Lizalfos to remove the bars and enable the next door to be opened. If you have made it this far, your quest only becomes more difficult. Use the slingshot to hit the eye at the top of the fiery door to remove the first set of flames. Turn to your left and shoot the other one at the top of the other door, then proceed through the door that the flames subsided from. Entering the next room will reward you with a Bomb Bag from the treasure chest. Move to the doorway next to the chest where you received the Bomb Bag and step on the floor switch. Go to the right and walk toward the bridge. Make your way toward the edge of any of the holes in the bridge and hurl a bomb in each eye of the large skeleton Dodongo. This will open up the mouth of the Dodongo. Drop down on its head and enter its mouth. Proceed through the hallway, then climb up on a block with various symbols upon it. Continue climbing up the wall and enter the open doorway. A block can be pushed into the lower part of the room; follow it, then move it into the square hole in the middle of the room. Enter the door and place a bomb in the dark section of the room to create a crater in the floor. Dive in and prepare to battle with King Dodongo





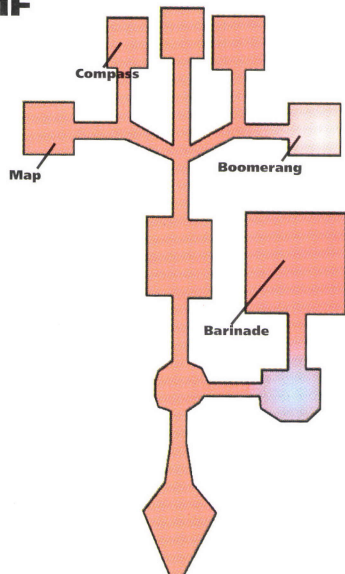
King Dodongo

Z-Target Dodongo when his mouth opens, then throw a bomb inside of him. He will appear to be stunned; now is your chance to slash him with your sword! After hitting him once with your sword, run away from the large Dragon King and turn two corners. He will spin past one corner but run into the second. Follow the same pattern three more times and you will be awarded with the Spiritual Stone of Fire.



INSIDE LORD JABU-JABU'S BELLY

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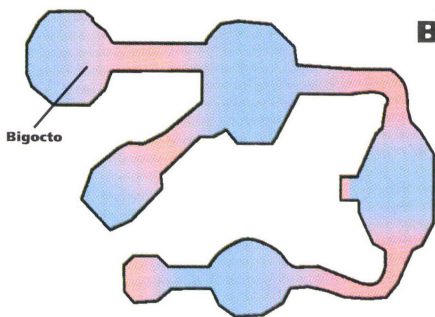


After using the fish to open up Lord Jabu-Jabu, use the slingshot to target the yellow switch on the ceiling to unlock the large red door at the end of the hallway. Walk along the left side of the wall and enter the next room, then fall into the first red hole on the right side. Talk to Princess Ruto a couple of times, then grab her and take her on your merry way! Enter the door directly behind you, following the passageway until you come to a room with a body of water and a white switch directly in the middle. Throw Ruto onto the ledge, then step on the white switch. The water will rise from the floor, allowing you to cross to the other side.

Use your slingshot to hit the yellow switch on the ceiling in the next room to proceed. Jump on the spiked platform and enter the first door to your right upon reaching the top. Cross the room and enter the door. Proceed carefully while walking on the right side of the wall. Activate the white floor switch, then advance to the next door. Finish off the four Stingers in the room by using a swift fling attack with your sword. A treasure chest will appear and you will be given the Boomerang! Exit the room and veer towards the left side of the hallway until you come across a white switch. Place Ruto atop the switch, enter the room with the tentacle and slash it a few times with your sword. A treasure chest will appear afterwards containing the Dungeon Map! Exit the room and take the first left, destroying all the bubbles to earn the Compass which will appear in the treasure chest if you defeat them in less than 40 seconds.

You now have taken apart one of the tentacles that was blocking the other rooms. Take the second left after passing through the hallway from which you earned the Compass and destroy the Parasitic Tentacle. Pick up Princess Ruto once again and head down the long hallway. Drop below into the second hole from the left and enter the room near you upon landing. The Spiritual

Stone is on the middle pillar. Throw Princess Ruto atop the pillar so she can grab it! Suddenly, the pillar will begin to move and the mini-boss octopus Bigocto will appear. Bigocto can be tricky if you are not careful. You can either sacrifice some of your life force to get a clear shot, or you can take your chances using the boomerang repeatedly until Bigocto's butt is facing you! You will need to use your sword to hit the green spot on his behind. When Bigocto begins spinning, use your boomerang to freeze him; hopefully you will get a clear shot of the green mark on his "dupa"! If not, you will have to keep freezing him with the boomerang and hope for the best...or run directly into him to thwart him the other way. After defeating Bigocto, walk onto the platform in the middle of the room to be taken up. Enter the door and stun the red



B

platforms with the Boomerang to make it to the next room. Walk to the platform that lowers you to the second level of the dungeon, grab one of the two boxes and jump on the blue floor switch, then drop the box on the switch to keep the door open. Grab the Gold Skulltula climbing the wall on the outside before you enter this room. Proceed into the room and climb the vines on the far right corner—taking out the two Gold Skulltulas—then Z-target the gooey yellow switch at the top of ceiling and smash it with your boomerang.

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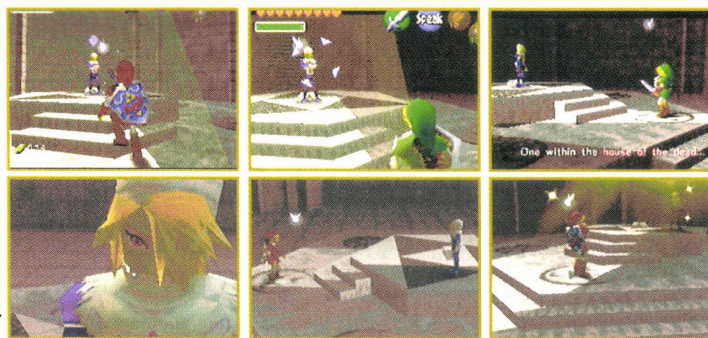
Barinade (Bio-Electric Anemone)

Luckily, there are many flower pots in the dungeon that contain hearts for replenishing your life. Z-target the pods that are unleashing the Biris, then target Barinade's body when they are finished. Stab him with your sword and repeat. If Barinade begins to rotate around the dungeon, target the pods and eliminate them, then target Barinade's torso, stunning it with the boomerang, then slashing it with your sword. After defeating Barinade, you will receive Zora's Sapphire, the third and final Spiritual Stone.

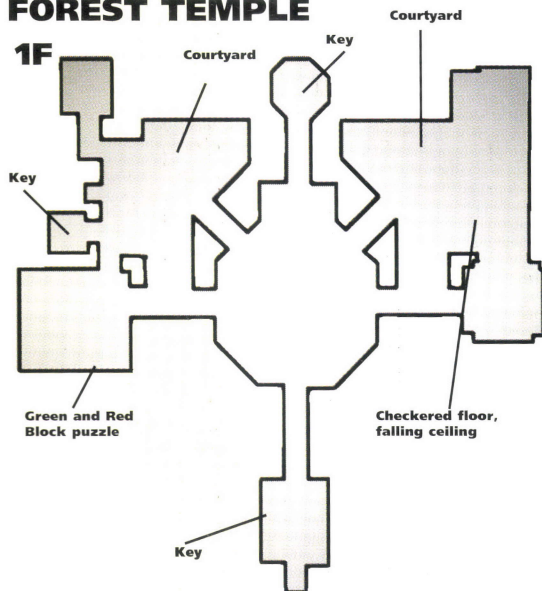


TO HYRULE CASTLE

Return to Hyrule Castle after defeating the Barinade. Watch as the story continues. After you've rescued the Ocarina of Time from the drink, enter the Temple of Time and play the Song of Time. The Master Sword Chamber will open. Pick up the Master Sword to travel seven years into the future. The first sage, Rauru, will tell Link of what's happened within the last seven years and give him his first Medallion. After exiting the Temple of Time, head for Kakariko Village. Enter the Graveyard. Dampé's gravestone can be moved; it's the one nearest to the Magic Stalk. Inside you'll race Dampé. After the race, he'll give Link the Hookshot. Head for Lon Lon Ranch to save Epona. After you've released Epona, travel to Kokiri Village. Enter the lost woods. Play Saria's Song for the Kokiri blocking your path; he'll move once you've proven your worth. Inside the Sacred Meadow, Link will battle enormous Moblins. Use the Hookshot or bombs against these pests. At the end of the Meadow, Link will be greeted again by Sheik.



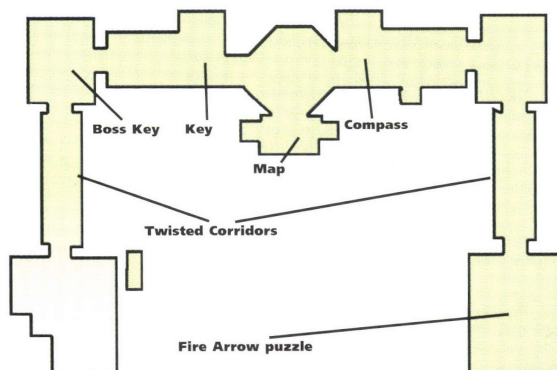
FOREST TEMPLE



Use the Hookshot and target the bottom of the branch of the tree. This will carry Link up to the ledge that's too high to reach. Go through the opening to enter the Forest Temple. After using the Hookshot to reach the platform, enter the door ahead. Two Wolfos will impede your progress; deal with them. After these pests are done with, climb the vines. Hop from branch to branch to reach a small treasure chest with a key inside. Enter the Forest Temple. From the main hall, enter the door directly ahead of the temple entrance. Defeat two Stalfos to earn another key. Exit the Stalfos room and turn right. A block bearing the Temple of Time blocks your path. Play the Song of Time to make the block vanish. The courtyard is home to an Octorok, a Jabu Baba and some Skulltulas. Climb the vines on the right wall—but watch out for the skulltulas, they bite. Open the door inside the cove. Defeat the Bubble inside the room to gain the temple map. Enter the next door. You'll find yourself in the second courtyard. Work your way to the other balcony in this area. Step on the switch to lower the water level in the well. Hop into the well; at the end, a small chest holds another key. Climbing this end of the well leads you back to the first courtyard. Return to the main hall of the temple. Enter the door to the left of the Forest Temple entrance. Avoid the Bubble in the next room and head directly for the set of ladders. Yellow arrows on the floor mark the path where you must move a green colored block. Pull the block out 10 slides, face the only other side of the block and push it 12 paces, now walk through and around the hole where the block

was and push the block 6 more paces until it slips into place. After you've placed the green block in its cove, you must repeat this puzzle with a red colored block. Climb a ladder behind the green block's original position and walk around until you spot the red block. Push this block 12 paces forward. Climb back down the ladder, head for the green block and use it to climb to a higher ledge. The red block should be directly to Link's right. Pushing the block 10 paces forward will make it touch the wall. Complete the puzzle as we've illustrated.

Swing around the right corner, climbing the ladder. Kill the two Bubbles and enter the locked door. Try not to hurl as you walk through the winding corridor! The room beyond the corridor hides Wall Masters. These little buggers will attempt to snatch Link from above, teleporting him outside the temple. Be quick—hop from the central platform to the next and unlock the door. Follow the stairs leading to the next door. Inside a cylindrical room, Link will need to kill three Stalfos...er, again. Destroying the first will cause a platform to descend from above. Defeating the two remaining Stalfos will produce a treasure chest with the Fairy Bow inside. Now that you have the Fairy Bow, you can take out the ghost that's hiding in the stairs of the previous room. Shoot an arrow into each painting of the ghost, Joelle. Doing so will force her to show herself. Go



The Legend of Zelda



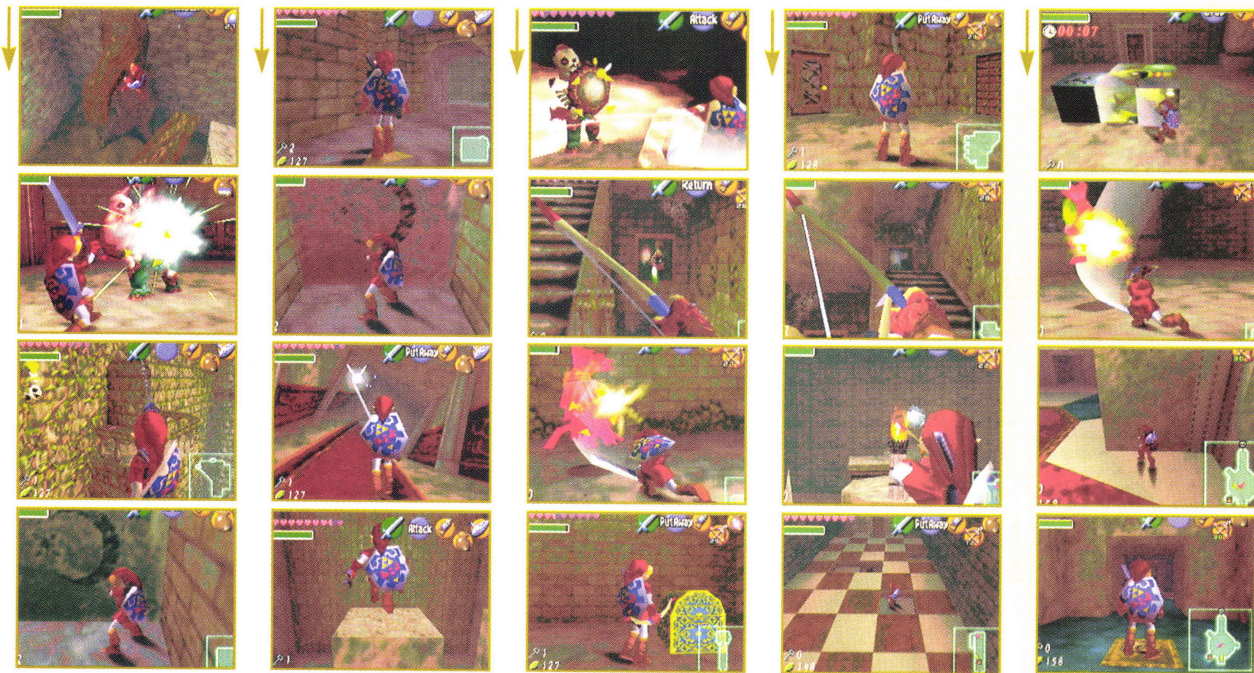
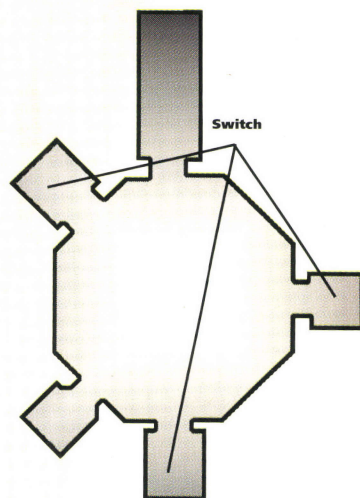
downstairs to the room just before the Fairy Bow room. To defeat Joelle you must attack her when she is visible. Two or three hopping slashes with the

Biggoron Sword will do her in. She will give Link a small key.

Now return to the room with the silver eye-switch. Shoot an arrow at the sealed eye; the twist corridor will be straightened. Enter the room with the Wall Master, collect the Boss Key and jump in the hole. Defeat two Bubbles in the room and enter the next door. Defeat a Deku Baba in the courtyard.

There are two doors after the Baba. Enter the one to the right. Defeat the Wall Master to earn a small key. Exit this room and use the door to the right to return to the silver eye-switch room. Shoot the switch again. The corridor is now twisty again. Enter the Fairy Bow room and proceed to the next room. This area looks almost identical to the area where you fought Joelle. Repeat the puzzle (shoot three pictures, then slash the ghost when she becomes visible) to defeat Joelle's sister, Beth. She will leave Link with the temple Compass. Go up the two sets of stairs and enter the locked door. Climb up the ladder to the right in the M.C. Escher-inspired room (watch out for Wall Masters). Defeat two green Bubbles in the next corridor and enter the locked door. Jump on one of the rotating platforms. To unlock this switch, you will need to shoot an arrow through the fire and on to the frozen switch. Exit the room; the corridor will be twisted. Walk back to last room with the Wall Masters and jump into the hole in the floor.

The next area is a long checkered corridor with a falling ceiling. You'll have to go from opening to opening as the ceiling falls. Watch out for the Skulltulas. Be sure to step on the yellow switch to open the door ahead. Fire an arrow into Amy's painting to begin the next puzzle. Link will be given one minute to recreate the painting using the blocks which fall from above. When you've completed this puzzle, you'll have to fight Amy just like you did her sisters. Entering the next door will lead you to the main hall. Here Link will battle the last Poe, Meg. She won't be as easy as her sisters. Meg will split into four ghosts. Navi will be a big help here; she will find the real ghost. Meg spins around; use your Fairy Bow to nail her. Repeat this pattern five times. After you've given Meg her walking papers, an elevator will appear. Hop on. The next room is your last puzzle before the boss. Facing the boss chamber, push the large block to Link's left counter-clockwise once. Step on the switch. Exit the room and push the block to your right one more time counter-clockwise; the block should be blocking the boss chamber before you move it. Step on the next switch. Now exit the switch room and push the block to Link's right twice counter-clockwise. Step on the switch. The boss chamber should now be accessible.



Evil Spirit from Beyond: Phantom Ganon

Phantom Ganon is the first boss that may give you some trouble. Hopefully you had enough foresight to pick up the Biggoron Sword; it'll make your job a lot easier. Phantom Ganon begins his attack by riding horseback out of the paintings in this circular room. One of the two horsemen is a mirage. You'll have to be quick and use your Fairy Bow to deal with this menace. After three shots from your Fairy Bow, Ganon will fight without his horse. The ghost will float around and fire magical bolts at Link. Repel the shots with your sword until you've made contact. When the phantom hunches over from his own magic, use the powerful hopping slash to hit him hard. Phantom Ganon will once again fly around. Repel his magical shot until it makes another successful hit. Quickly rush to Ganon and perform two consecutive hopping slashes. He should be done for. Collect the Heart Container and walk towards the light.

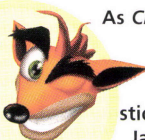


Looks like we're out of room once more! Be sure to check in next month as we attempt to bring our *Legend of Zelda: Ocarina of Time* strategy guide to its thrilling conclusion!



by Anatole Brown

Have You Seen Crash?



As *Crash Bandicoot: Warped* TV commercials bombarded us here in the U.S. this past Winter (what's up with the guy's head sticking out of Crash's teeth?), Japan also got its share of wacky TV spots featuring our favorite orange guy. In one of these commercials, Crash is portrayed as a mysterious creature like Bigfoot or the Loch Ness Monster. Let's take a look:



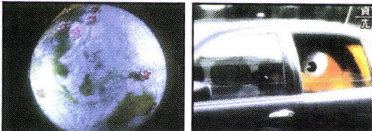
It starts with a report that a half-eaten apple core has been discovered in the streets of Cairo, Egypt. A scientist claims that the bite marks are nothing like those of any human or animal he's ever seen!



A diver in Liverpool, England claims to have seen Crash and points him out in an animal encyclopedia. He proceeds to demonstrate Crash's swimming pattern to an intrigued British journalist.



A studio re-enactment demonstrates claims by a Chinese woman in rural Beijing that she tried to capture Crash but instead ended up grabbing a piece of his fur.

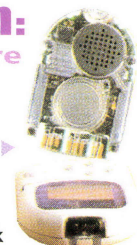


Crash has been spotted all over the world. He's truly an international man of mystery!

日本 JAPAN REPORT!

PocketStation: Anytime, Anywhere

The PocketStation uses a small lithium battery. There's also a small laser on the top that allows you to connect to other units without a link cable!



Two colors are available: white and clear.

We first introduced Sony's palm-sized device to you back in last May's installment of *Japan Report*. Since then, the unit has been named PocketStation and several games have been introduced. The PocketStation finally became available in Japan on January 23rd,

although Sony was aiming for a pre-Christmas release. A U.S. release may occur sometime in the Spring. It can function as a normal memory card, but more importantly, you can download tons

of mini-games into the device from various PlayStation games. That way, you can take your favorite PlayStation character anywhere you go! So what games can you play on it, you ask? Here's a look at some of the titles:

Crash Bandicoot: Warped

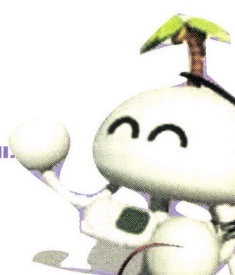
Street Fighter Alpha 3



Theme Aquarium

Monster Rancher 2

Final Fantasy VIII



Neo-Geo Pocket Gets Best Design Award

The nifty Neo-Geo Pocket, which we featured in *Cool Zone* back in October '98, was given the Best Design Award for 1998 at the annual Japan

Mechanical Design Competition. Its hip design and wide-spread appeal made this little

machine an obvious choice among voters. The Neo-Geo Pocket comes in eight different colors: Carbon Black, Platinum White, Platinum Blue, Platinum Silver, Maple Blue, Camouflage Brown, Camouflage Blue and Crystal White. The available games are mostly SNK games like *King of Fighters R-1*, but Midway has also signed on with news that *Mortal Kombat* and *NFL Blitz* should be on the way! An announcement for a U.S. release should be coming shortly, so hang in there!



There are so many colors to choose from! Carbon Black is the most popular and hardest to get.



King of Fighters R-1 plays nicely, especially with the excellent rotating D-pad. A lot of SNK sports titles are also available, like *Pocket Tennis*. The cartridges are just a bit wider than Game Boy cartridges.



It uses AAA batteries and one lithium battery to store date and time information.



A color version of Neo-Geo Pocket was shown at the Tokyo Game Show. Will it ever be available to the public? We'll wait and see.



When you're not playing a game, the device works as a personal notebook with calendar, horoscope and all! Cool!



That's right, it connects to the Dreamcast! It will somehow work with *King of Fighters* for the Dreamcast when it becomes available.



COOL ZONE

Ira Ira Bou!

We feel so loved, what with Valentine's Day approaching and all. We feel even more loved when we get goodies so make you, the reader, drool with delight, then trip over your own two feet while running down to the local toy store to get your own! This month's high point has to be McFarlane Toys' super-detailed *Metal Gear Solid* action figure line! Check it out, bay-bee!

"Devil Man, Devil Man!"

Made of multi-colored transparent plastic, this 5" tall Devilman statue is da bomb! Anatole picked one up during his stay in Tokyo last October. The Devilman character has been a staple in Japan's anime scene for many, many years. Check your local import shops; you might be able to track one down!



Here's a stuffed Nekobus from the animated movie *My Neighbor, Totoro*. This was yet another amazing import-only item which Anatole snagged on his trip to Tokyo. Not to get all "wussy" on you, but this has to be one of the cutest things we've seen in months!



Whoa! Sometimes we just never know what's gonna land on our desks in the morning! Take these nutty little key chain games, for instance; they're based on a super popular game show in Japan. Forget *Wheel of Fortune*, man! *Ira Ira Bou* (translates to "Irritating Stick") is a riot! The show features a huge, maze-like contraption made of metal. Contestants attempt to guide a metal rod through complex structures for a chance to win ¥1,000,000 (roughly \$100,000, U.S. currency.) If a contestant screws up and touches any part of the maze whatsoever, sparks fly and they get "shocked"! This game show concept is entirely insane and we'd kill to see it come to the U.S. These official *Ira Ira Bou* mini-key-chain games by Takara are scaled-down, battery-operated versions of actual maze segments from the television show, giving people an opportunity to play along at home or on the go! If this sounds like fun (and believe us, it is), we recommend you check all local import shops in your area until you find one of these; it's worth the effort. In the meantime, check out Jason's strategy guide for *Irritating Stick* for the PlayStation next issue; it's a new game from Jaleco that's based on this wacky new TV craze!



Solid Snake 6 3/4"

Comes with SOCOM pistol with laser sight and removable silencer, bull pump rifle, shoulder fired Stinger missile launcher with missile, night vision goggles, gas mask and C-4 explosive charge.



Liquid Snake 6 3/4"

Comes with SOCOM pistol, bull pump rifle, night vision goggles and base.



Meryl Silverburgh 6 1/4"

Comes with riot bull pump rifle, C-4 explosive charge, stealth knife with scabbard and base.



Revolver Ocelot 6 3/4"

Comes with riot bull pump rifle, C-4 explosive charge, stealth knife with scabbard and base.

TACTICAL ESPIONAGE ACTION
METAL GEAR
SOLID
ACTION FIGURES!

Last year, the creator of the *Metal Gear* series of games by Konami, Hideo Kojima, stated that the only way he would approve of a *Metal Gear Solid* action figure line was if they were produced by McFarlane Toys. Apparently, Mr. Kojima believes in going top-quality, all the way. Highly detailed with tender loving care, these MGS figures will have kids of all ages beating each other down in aisle seven just to get one, come February (we recommend using stealth tactics while moving through the toy department!) The manufacturer's suggested retail price for each figure is a ridiculously-low \$5.99, so you'd better get your butt in (ahem) gear and grab some before they're all gone!



Representatives at Access Communications—Sega's P.R. firm—were kind enough to send Jim and Tyrone killer Dreamcast watches. Each watch came in a snazzy aluminum canister. Thanks, Access and Sega! You guys rock!



Look! A funny little kitty key chain! Wheee!! Import only.



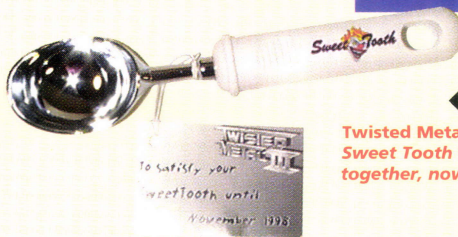
These little glow-in-the-dark buttons from the Fall '98 Tokyo Game Show in Japan are mildly amusing. For a laugh, we turned out the lights in the main office and threw them at Tyrone.



Densha De Go! and Beat Mania: Two import PlayStation games we just can't get enough of! The awesome special controllers—the train control box and the "DJ-style" control deck—make these two great games even better! We wish Taito and Konami would release these two wonderfully innovative games here in America. Saddam is more likely to record a music video for MTV, though, I'm afraid.



Every kid on the planet has had a strange, insatiable fascination with poop at one time or another. Now they can have their very own poop toys! Unchi-Ch means "poop" in Japanese. Holy...! These little rubber poop characters are funny as all get-out. Import only.



899 Studios sent us this top-shelf, stainless steel Twisted Metal III ice cream scoop. Ol' Sweet Tooth would be proud! All together, now: "Aw-wwwww..."



Sniper Wolf 6 1/4"
Comes with sniper rifle, base and wolf accessory (not shown).



Psycho Mantis 6 3/4"
Comes with urn, gas mask, energy ball and bust on pedestal.



Vulcan Raven 7 1/4"
Comes with 20mm Gatling gun, backpack with ammo belt and base.



Ninja 6 3/8"
Comes with two interchangeable arms (one normal arm, one rifle arm), two interchangeable heads (one with helmet open and one closed) and tube connecting sword to backpack.

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Rule 76b

"The Scrutineers may require the car to be dismantled by the competitor to make sure that the conditions of eligibility or conformity are fully satisfied."

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